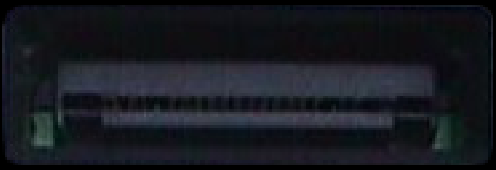
THE
ATARI 7800
ENCYCLOPEDIA



copy/paste:
DaddaRuleKonge

ATARI 7800

DaddaRuleKonge

This is book is made for people who collect for or are interested in the Atari 7800. I made this book cause` I like to catalog and categorize stuff, and to learn more about the system.

I have tried to make the book well presented and easy to look through. If you are happy with the book then please look at some of the web-sites on the "Reference Guide" page. Find a site that you like and give them some spending money.

If you are annoyed, or the owner of some of the content i took from you, send an email to me: sennep@hotmail.com. The book is free, and I hope the information and pictures I use comes under free-use.

I hope you will get some use of this book, and maybe help you in your quest on collecting, or just having fun with this great system.

Similar books/PDF`s in the same format are books on NES, SNES, PSX, SMS, N64, Game&Watch, NeoGeo, including several other book in the same vein, from TMNT toys to Point and Click games.
http://daddarulekonge.itch.io/
DaddaRuleKonge.com

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Atari 7800

This is a short wikipedia introduction for the 7800.

The Atari 7800 ProSystem, or simply the Atari 7800, is a home video game console officially released by Atari Corporation in 1986. It had simple digital joysticks and was almost fully backward-compatible with the Atari 2600, the first console to have backward compatibility without the use of additional modules. It was considered affordable at a price of US$140.

The Atari 7800 ProSystem was the first game system from Atari Inc. designed by an outside company, General Computer Corporation. The system was designed in 1983-84 with an intended mass market rollout in June 1984, but was canceled shortly thereafter due to the sale of the company to Tramel Technology Ltd on July 2, 1984. The project was originally called the Atari 3600, though was later renamed the Atari 7800.

Atari had been facing mounting pressure in the form of competition from the ColecoVision, which boasted graphics that more closely mirrored arcade games of the time than Atari's 2600 system. At the same time, the Atari 5200 (the original intended successor to the Atari 2600) had been widely criticized for not being able to play Atari 2600 games without an adapter.

GCC, which had a background in creating arcade games, designed their new system with a graphical architecture similar to arcade machines of the time. The 7800 allows a large number of moving objects (75 to 100) that far exceeds previous consoles. Powering the system is a slightly custom 6502 processor, the Atari SALLY (sometimes described as a "6502C"), running at 1.79 MHz.

In contrast to the Atari 5200, the Atari 7800 can play almost all Atari 2600 games out of the box, without the need for an adapter. In addition, it features a return to a digital controller.

To address the concerns of parents that home computers were a better investment than consoles, the system was designed to be upgraded to a full-fledged home computer. A keyboard was developed, and the keyboard had an expansion port that allowed for the addition of peripherals such as disk drives and printers.

To further enhance the gaming experience, GCC had also designed a "high score cartridge", a battery-backed RAM cartridge designed for storing game scores. On the side of the 7800 was an expansion port, reportedly for a planned connection with a laserdisc player.

The 7800 was initially released in southern California in June 1984, following an announcement on May 21, 1984 at the Summer Consumer Electronics Show. 13 games were announced for the system's launch, including Ms. Pac-Man, Pole Position II, Centipede, Joust, Dig Dug, Desert Falcon, Robotron: 2084, Galaga, Xevious, Food Fight, Ballblazer, Rescue on Fractalus!, and Track & Field. Atari was a sponsor of the 1984 Summer Olympics and planned to push the 7800 aggressively in time for Christmas that year.

On July 2, 1984, Warner Communications sold Atari's Consumer Division to Jack Tramiel. All projects were halted during an initial evaluation period. Modern publications have often incorrectly asserted that Jack Tramiel mothballed the Atari 7800 feeling video games were a past fad and subsequently asserted that he dusted off the Atari 7800 once the NES became successful. The reality was that a contractual issue arose in that GCC had not been paid for their development of the 7800. Warner and Tramiel battled back and forth over who was accountable, with Tramiel believing that the 7800 should have been covered as part of his acquisition deal. In May 1985, Jack relented and paid GCC the overdue payment. This led to additional negotiations regarding the initial launch titles that GCC had developed and then an effort to find someone to lead their new video game division, which was completed in November 1985.

The original production run of the Atari 7800 languished on warehouse shelves until it was re-introduced in January 1986 after strong 2600 sales the previous Christmas. The console was released nationwide in May 1986.

Atari's launch of the 7800 under Tramiel was far more subdued than Warner had planned for the system in 1984 with a marketing budget of just $300,000. Additionally, the keyboard and high score cartridge were canceled, the expansion port was removed from later production runs of the system and, in lieu of new titles, the system was launched with titles intended for the 7800's debut in 1984.

By the end of 1986, Computer Entertainer claimed the Atari 7800 had sold 100,000 consoles in the United States, less than the Sega Master System's 125,000 and the NES's 1.1 million. According to Atari, due to manufacturing problems, they only managed to produce and sell 100,000 units by 1986, including units that had been in a warehouse since 1984. A common complaint in 1986 was a lack of games, including a gap of months between new releases (Galaga's release in August was followed by Xevious in November). By the end of 1986, the 7800 had 10 games, compared to Sega's 20 and Nintendo's 36; nine of the NES games were third-party, whereas the 7800 and Master System had no third-party games. A reason cited for the lack of third-party interest in the 7800 was its small 100,000 install base and low market penetration.

During the Atari 7800's life cycle, Atari found themselves struggling to get developers to create 7800 versions of then-popular arcade titles because of a controversial policy employed by Nintendo. When Nintendo revived the industry, they signed up software development companies to create NES games under a strict license agreement which imposed serious restrictions on what they were allowed to do. One of the key clauses was that companies who made Nintendo games were not allowed to make that game on a competing system for a period of two years. Because of the market success of the NES, companies chose to develop for it first and were thus barred from developing the same games on competing systems for two years. The software libraries of the Atari 7800 and Sega Master System suffered tremendously as a result.

Eleven titles were developed and sold by three third-party companies under their own labels for the 7800 (Absolute Entertainment, Activision, and Froggo) with the rest published by Atari themselves. However, most Atari development was contracted out.

PAL system with Joypad controller

The Atari 7800 remained officially active in the United States between 1986 and 1991 and in Europe between 1989 and 1991. On January 1, 1992, Atari Corp. formally announced that production of the Atari 7800, the Atari 2600, the Atari 8-bit computer line, and the Atari XE Game System would cease. (It has since been discovered that Atari Corp. continued to develop games such as Toki for the Atari 7800 until all development was shut down in May 1993.) By the time of the cancellation, Nintendo's NES dominated the North American market, controlling 80% while Atari Corp. controlled just 12%.

Despite trailing the NES in terms of number of units sold, the 7800 was a profitable enterprise for Atari Corp., benefiting largely from Atari's name and the system's 2600 compatibility. Profits were strong owing to low investment in game development and marketing. Nonetheless, the 7800 failed to help Atari regain its dominance in the video game industry.

In 2009, IGN chose the 7800 to be their 17th best video game console of all time. They justified this relatively low ranking (though higher than every other Atari console save the 2600) with the summary statement: "Its delayed release, its cancelled peripherals, and a lack of financial backing from the company's new owners all combined to ensure that Atari 7800 would never see any success beyond being a sexier way of playing Atari 2600 titles."

CONTENT

Atari 7800 4

You are Here 6

Reference Guide 7

7800 Games 8

- A 10
- B 12
- C 13
- D 15
- F 17
- G 18
- H 18
- I 20
- J 20
- K 21
- M 22
- N 24
- O 24
- P 25
- R 26
- S 27
- T 28
- W 30
- X 31

Unreleased 32

Homebrew/Reproduction 35

Hardware 42

Unreleased/Reproduction 43

Label Variation 45

Checklist 46

Reference Guide

These are web sites that i use alot for pictures/screenshots, reference and much of the information. If I have not used wikipedia on a game description, then I have tried to credit it at the bottom of the text.

I can recommend all of these websites, as they are very informative and fun to look through. If you are the owner of one of these sites and feel that i have done you wrong, then please send me an e-mail and i will make the necessary change to your wish.

GameFAQs

"Founded in 1995, GameFAQs has over 40000 video game FAQs, Guides and Walkthroughs, over 250000 cheat codes, and over 100000 reviews."

•Used for pictures and the review score.

A great webiste regarding many of games released with loads of information, faqs and pictures.

http://www.gamefaqs.com/

AtariAge

"Have You Played Atari Today?"

•Used for some pictures, information and rarity score.

A giant site on Atari. Maybe the most important site for an Atari collector. It consist of a huge forum, detailed information, pictures, and a great rarity score list. Without this site, I don`t think I could had made this book...

https://atariage.com/index.php

Moby Games

"MobyGames is the oldest, largest and most accurate video game database for games of every platform spanning 1979-2014."

•Used for info and information.

A good site for information and pictures on much of the games released.

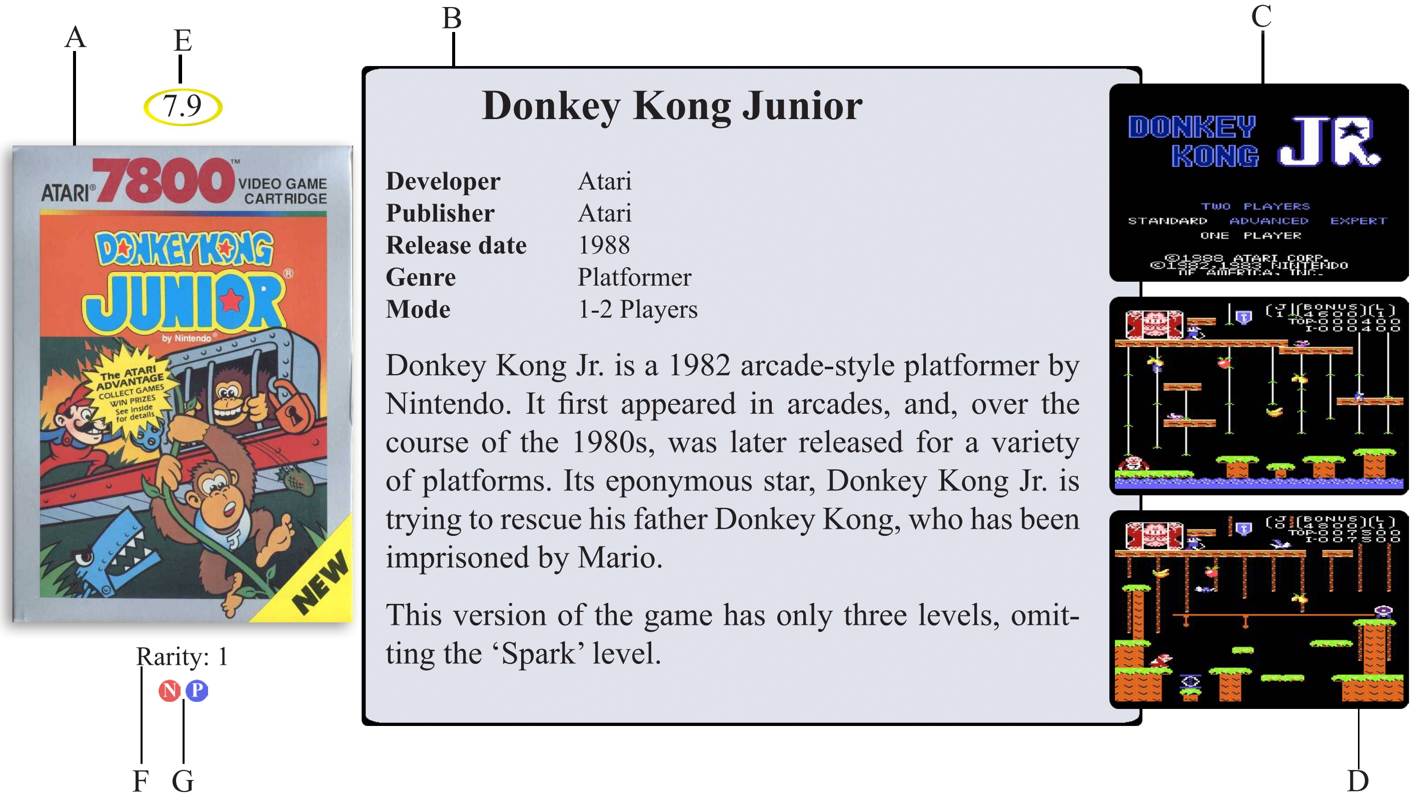
http://www.mobygames.com/

7800 Games

This is the main portion of the book. A collection of every official Atari 7800 game with cover art, title screem, a screen-shot and some information about the game.

Page Break-Down

This is a break-down on what the pages consist of:



Donkey Kong Junior

Developer	Atari
Publisher	Atari
Release date	1988
Genre	Platformer
Mode	1-2 Players

Donkey Kong Jr. is a 1982 arcade-style platformer by Nintendo. It first appeared in arcades, and, over the course of the 1980s, was later released for a variety of platforms. Its eponymous star, Donkey Kong Jr. is trying to rescue his father Donkey Kong, who has been imprisoned by Mario.

This version of the game has only three levels, omitting the 'Spark' level.

A. Cover-Art

This represent the cover art. I used GameFAQs for much of the pictures.

B. Info

This is the Info box. I used mainly wikipedia and atariage.com for help for information on the Developers and Publishers. I suspect some of the information is wrong, as often the developer credited is actually the makers of the original game, e.g. arcades, and not the one who did the home console port for example. Also, information often differ from different sources. "Mode" are what the maximum players the game support. I used the information found on both atariage.com and Wikipedia.. In the info or trivia section, I wanted some content that would reflect on what the game is about, or an interest part of trivia. If I used another site for information and did a direct transcript, I would try to credit the source material. The credit is in *italic*.

C. Title Screen

This is a screenshot from the title screen of the game, found wherever. More often then not on gametrailers.com or atariage.com.

D. Screen-shot

This is a random screenshot from the game. I mainly used gametrailers.com or atariage.com.

E. Web Reviews

The review score SHOULD and MUST be taken with a grain of salt. I used the review score from “GameFAQs.com”, cause` they can often be seen as fair, as they usually are reviews by several users. Though, some of the more obscure games often had few reviews, and could be seen as biased. If the site did not have a review, i would not include one, as seen on the many unlicensed games.

F. Rarity

In this section is used the rarity info found on atariage.com. The rarity scale is a general indicator of how easy or difficult it is to come across a game. The scale starts at 1 (very easy to find) and finishes at 10 (nearly impossible to locate). Thanks to auction sites such as eBay, even extremely rare games come up for auction frequently enough, but these often command a fairly high price depending on the rarity. Remember, you should just take these scores with a grain of salt, and should only be used as a refrence point, and not to be taken all too literally.

G. Release

These indicate what sort of release the game had. Red “N” for North-America and blue “P” for PAL/European. The information are from wikipedia, so it may be wrong...

Have You Played Atari Today?

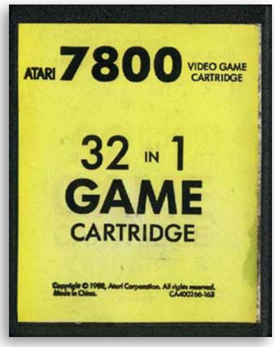
Collecting for the System.

Super SKATEBOARDIN'
TOWER TOPPLER
KARATEKA
F-18 HORNET
POLE POSITION II
SUMMER GAMES
CHOPLIFTER
KUNG-FU MASTER
BALLBLAZER

The Atari 7800’s small library doesn’t make it terribly exciting to collect for. But it is one of those game systems that one can build a relatively complete collection for without too much trouble. Ironically, most of the hard-to-find titles for the 7800 were also produced by Atari. These include games like Fatal Run, Mean 18 Golf, Planet Smashers, and Motor Psycho.

Only three third-party companies produced games for the 7800: Absolute Entertainment (6 games), Activision (2 games) and Froggo (2 games). Unlike their 2600 offerings, Froggo’s games on the 7800 (Water Ski and Tank Command) are actually halfway decent. They’re also the two most difficult titles to locate. Of the third-party titles, Absolute’s are the easiest to find in the wild (or on eBay if that’s your thing!)

“atariage.com”


ATARI 7800 VIDEO GAME CARTRIDGE
32 IN 1 GAME CARTRIDGE

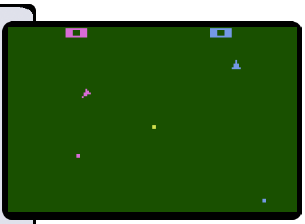
Rarity: 6
P

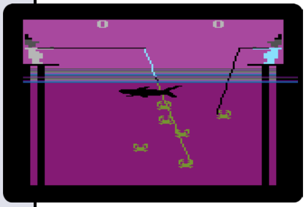
32 in 1

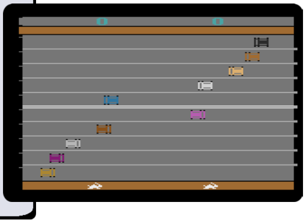
Developer	Atari
Publisher	Atari
Release date	1988
Genre	Compilation
Mode	1 Player

This is simply a relabled 2600 32-in-1 cartridge. The games are all 2600 versions. A different game was selected every time the Atari 2600 or Atari 7800 was turned on.

Some of the games include: UFO, Flag Capture, Human Cannonball, Reversi, Activision's Checkers, Slot Racers, Blackjack, Fishing, Freeway Rabbit, Space War, Fun with Numbers, Golf, 3-D Tic-Tac-Toe, Surround, Miniature Golf, and Activision's Boxing.







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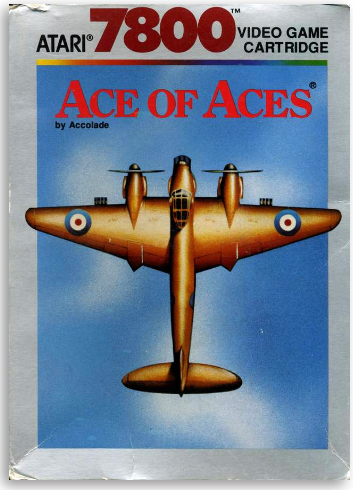
ATARI 7800 VIDEO GAME CARTRIDGE
ACE OF ACES
by Accolade

Rarity: 2
N P

Ace of Aces

Developer	Accolade
Publisher	Atari
Release date	1988
Genre	Simulator, Shooter
Mode	1 Player

Ace of Aces is a combat flight simulator taking place during World War II. The player flies a RAF Mosquito long range fighter-bomber equipped with rockets, bombs and a cannon. Missions include destroying German fighter planes, bombers, V-1 flying bombs, U-boats, and trains.

The game was designed by Nova Game Design for Atari.

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Copyright 1986, 1987 Accolade
Licensed from Artech Digital Prod.
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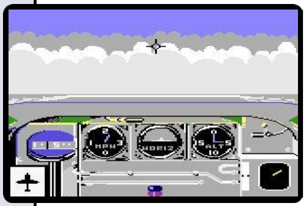
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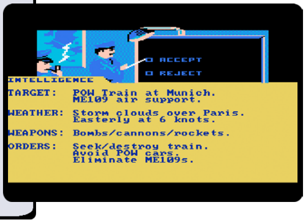
HORIZ
ALT



```
                              ACCEPT
                              REJECT
INTELLIGENCE
TARGET:   POW Train at Munich.
          ME109 air support.
WEATHER:  Storm clouds over Paris.
          Easterly at 6 knots.
WEAPONS:  Bombs/cannons/rockets.
ORDERS:   Seek/destroy train.
          Avoid POW cars.
          Eliminate ME109s.
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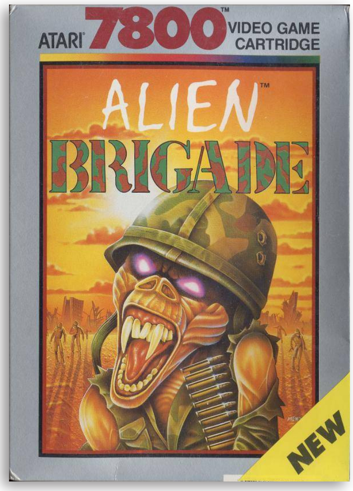
ATARI 7800 VIDEO GAME CARTRIDGE
ALIEN BRIGADE
NEW

Rarity: 6
N P

Alien Brigade

Developer	Ken Grant
Publisher	Atari
Release date	1990
Genre	Shooter
Mode	1 Player

Alien Brigade is a side-scrolling shooting game. Similar in style to Operation Wolf, Alien Brigade tells the story of a soldier who is forced to do battle with aliens that are invading the planet and taking over the bodies of fellow soldiers in the process.

One of the last releases for the Atari 7800, Alien Brigade is one of the few games for the system to use scrolling graphics.

ALIEN™
BRIGADE

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STANDARD
COPYRIGHT 1989 ATARI CORPORATION
PROGRAMMED BY KEN GRANT
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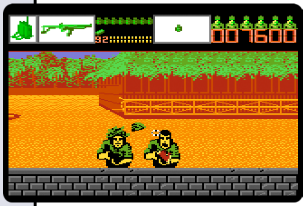
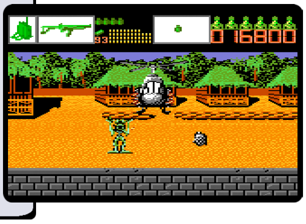




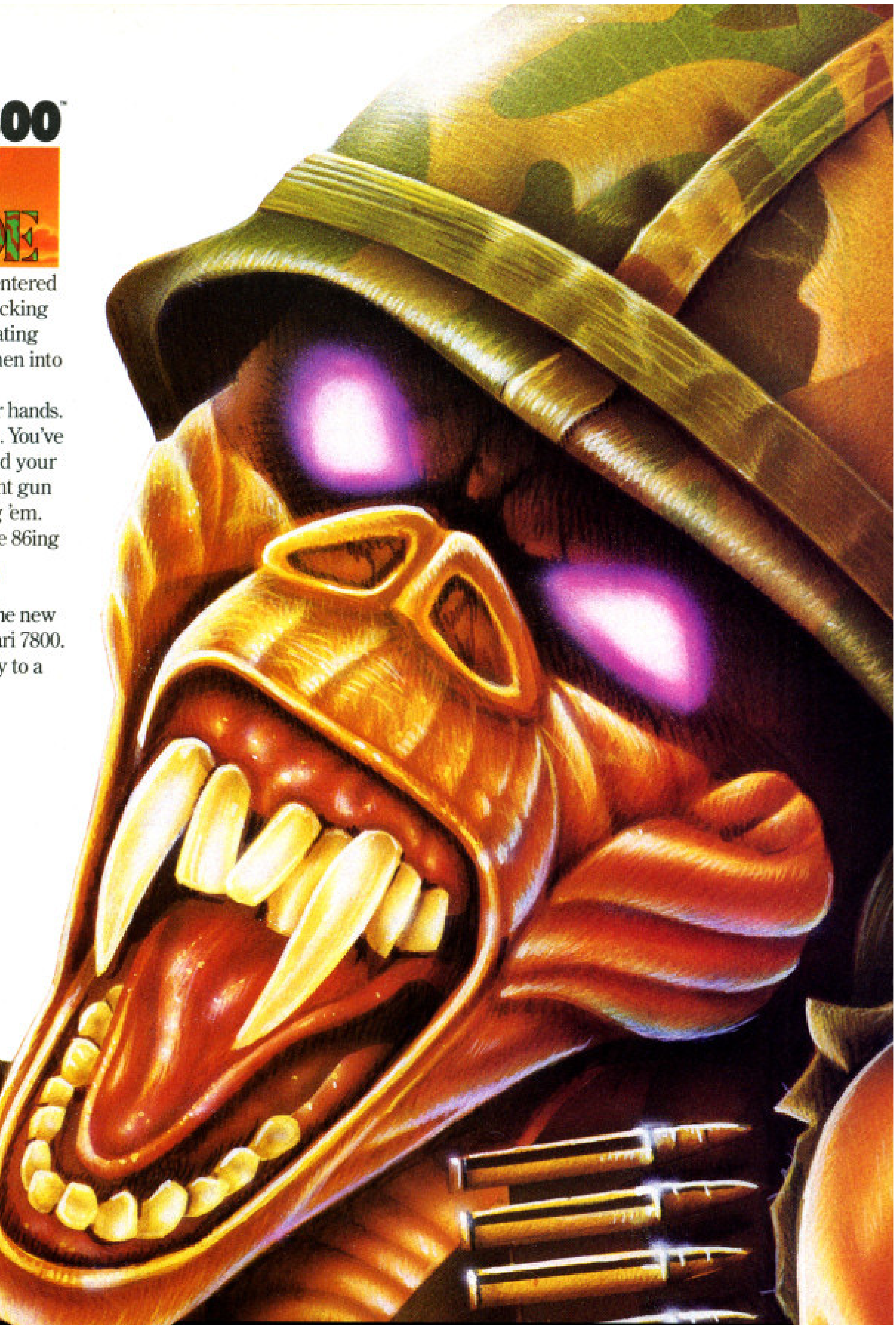
ATARI 7800

ALIEN BRIGADE

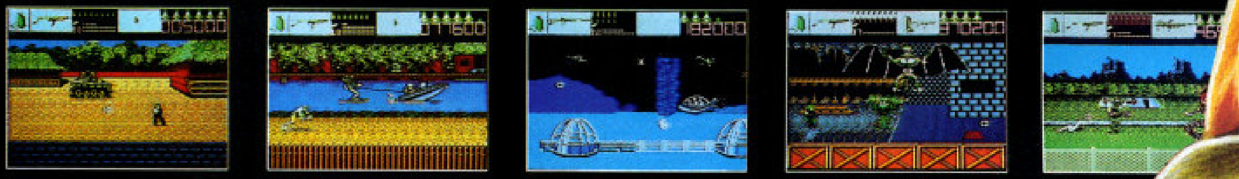
The Alien Brigade has entered the Atari 7800 system. Attacking with full frontal fury. Infiltrating your army. Turning your men into slimy zombies.

You've got a war on your hands. You've got to stay alive, man. You've got hostages to rescue. And your weapons are joystick or light gun controlled. So start wasting 'em. But be careful, you could be 86ing your own men.

One of the new games for the Atari 7800. Now oozing its way to a store near you.



AN ALIEN IS A WONDERFUL THING TO WASTE.



CIRCLE #149 ON READER SERVICE CARD.

Vintage Computing and Gaming
Retro Scan of the Week

Original Scan by VC&G for entertainment purposes. We claim no rights over this image, but if you use it, we would appreciate some credit. Thanks in advance!
www.vintagecomputing.com

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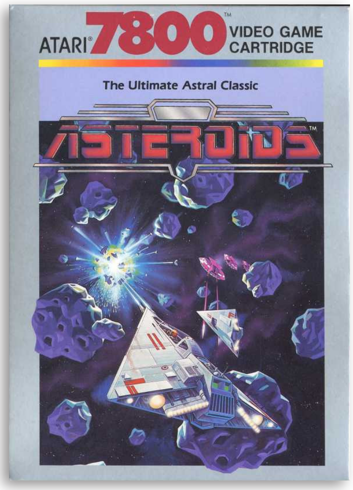

ATARI 7800 VIDEO GAME CARTRIDGE
The Ultimate Astral Classic
ASTEROIDS

Rarity: 1

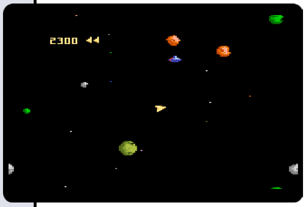
N P

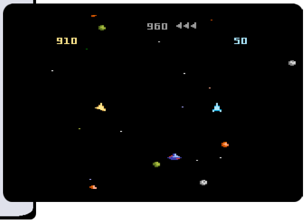
Asteroids

Developer	Atari
Publisher	Atari
Release date	1987
Genre	Shooter
Mode	1-2 Players

The Atari 7800 version of the arcade game, was a launch title and features co-operative play. The asteroids receive colorful textures, and the "heartbeat" sound effect remains intact. The game was confusingly called Deluxe Asteroids in some early catalogs, but since this was not the released arcade sequel entitled Asteroids Deluxe (which featured shields instead of clumsy hyperspace), that name was dropped.

ASTEROIDS
COPYRIGHT ATARI 1984

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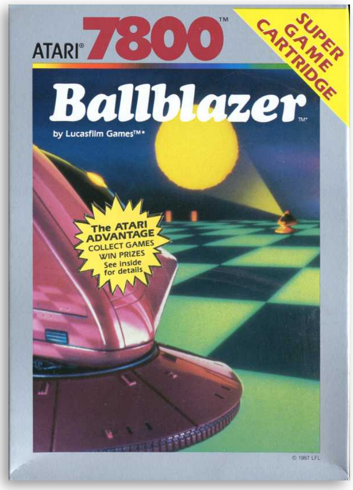

ATARI 7800
SUPER GAME CARTRIDGE
Ballblazer
by Lucasfilm Games
The ATARI ADVANTAGE COLLECT GAMES WIN PRIZES See inside for details

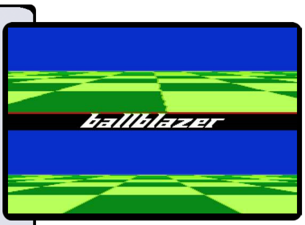
Rarity: 1 - Red label: 3

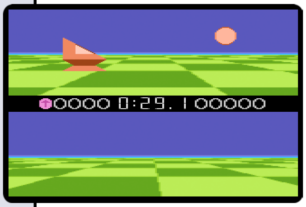
N P

Ballblazer

Developer	Lucasfilm Ltd.
Publisher	Atari
Release date	1987
Genre	Sports
Mode	1-2 Players

Ballblazer is a simple one-on-one sports-style game bearing similarities to basketball and soccer. Each side is represented by a craft called a "rotofoil", which can be controlled by either a player or a computer-controlled "droid" with ten levels of difficulty. The basic objective of the game is to score points by either firing or carrying a floating ball into the opponent's goal. The game takes place on a flat, checkerboard playfield.


ballblazer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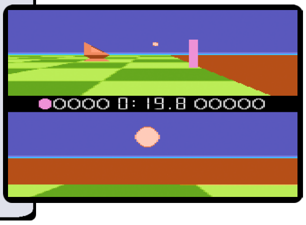
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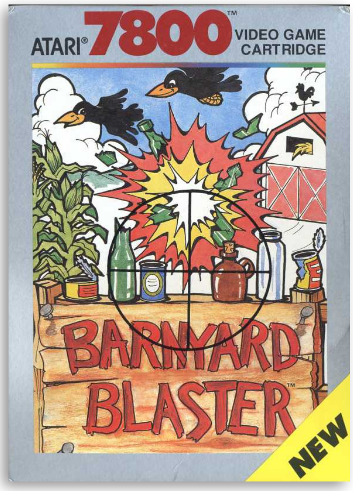

ATARI 7800 VIDEO GAME CARTRIDGE
BARNYARD BLASTER
NEW

Rarity: 1

N P

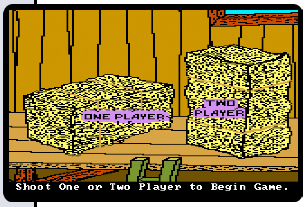
Barnyard Blaster

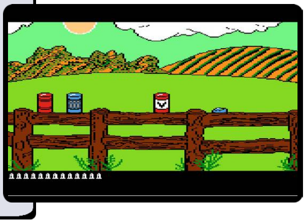
Developer	Atari
Publisher	Atari
Release date	1988
Genre	Light-gun
Mode	1-2 Players

Barnyard Blaster is a shooting gallery type game for use with the Atari XG-1 light gun or the joystick. There are three levels plus one bonus level. The goal is to rid the farm of vermin by shooting targets in each of three levels. Between each level players play Gramps' bonus screen where they can brush up on their shooting. But in order to proceed through each level, they must achieve a certain percentage of shooting accuracy.

"mobygames.com"

BARNYARD BLASTER
(c) 1988 ATARI Corp. All Rights Reserved


ONE PLAYER
TWO PLAYER
Shoot One or Two Player to Begin Game.



©1990 ATARI CORP. TM
BASKETBRAWL

Basketbrawl

Developer	Atari
Publisher	Atari
Release date	1990
Genre	Sports
Mode	1-2 Players

Basketbrawl is a sports simulation while also a beat-em up at the same time. The object of the game is to outscore the player's opponent either by scoring more points at basketball or knocking them out cold.

The name is a portmanteau of the words basketball and brawl. Brawl sounds similar to ball and is spelled similarly, allowing for an easy substitution.

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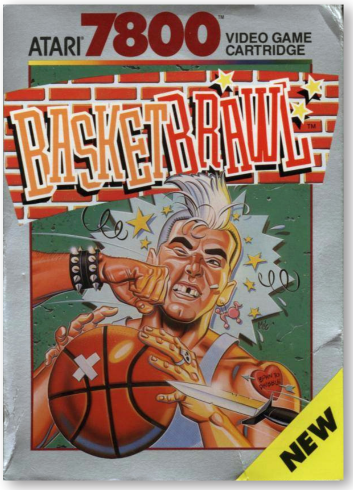
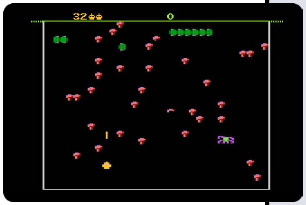
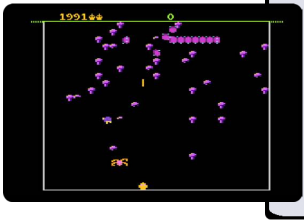

ATARI 7800 VIDEO GAME CARTRIDGE
BASKETBRAWL
NEW

Rarity: 5

N P

CENTIPEDE
©1984 ATARI
ONE PLAYER
STANDARD





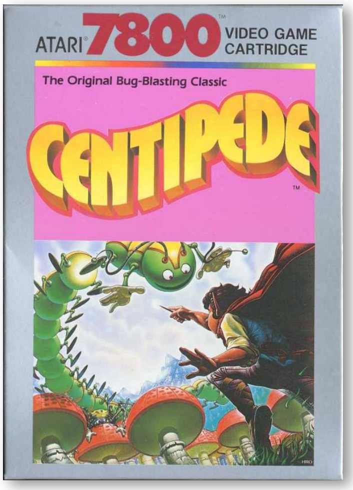
Centipede

Developer	Atari
Publisher	Atari
Release date	1987
Genre	Shooter
Mode	1-2 Players

Centipede, like many other Atari arcade games, was ported to Atari's own systems, such as the Atari 2600, Atari 5200, Atari 7800. The player defends against centipedes, spiders, scorpions and fleas, completing a round after eliminating the centipede that winds down the playing field.

Centipede was one of the first arcade coin-operated games to have a significant female player base after Pac-Man.

7.8


ATARI 7800 VIDEO GAME CARTRIDGE
The Original Bug-Blasting Classic
CENTIPEDE

Rarity: 1

N P

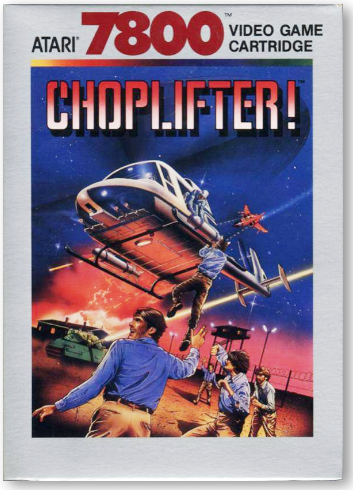
CHOPLIFTER!
© 1982 BRODERBUND © 1987 ATARI
IMPLEMENTATION FOR ATARI BY ibid inc

Choplifter!

Developer	Ibid Inc.
Publisher	Atari
Release date	1987
Genre	Shooter
Mode	1 Player

In Choplifter, the player assumes the role of a combat helicopter pilot. The player attempts to save hostages being held in prisoner of war camps in territory ruled by the evil Bungeling Empire. The player must collect the hostages and transport them safely to the nearby friendly base, all the while fighting off hostile tanks and other enemy combatants. According to the backstory, the helicopter parts were smuggled into the country described as "mail sorting equipment."

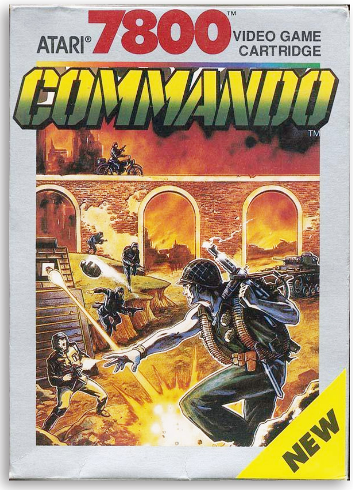
6.2


ATARI 7800 VIDEO GAME CARTRIDGE
CHOPLIFTER!

Rarity: 2

N P

5.8


ATARI 7800 VIDEO GAME CARTRIDGE
COMMANDO
NEW

Rarity: 4

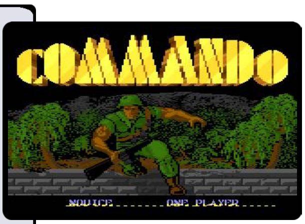
N P

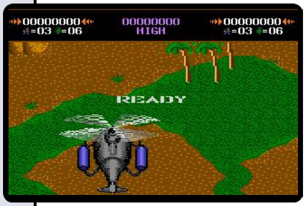
Commando

Developer	Brøderbund
Publisher	Atari
Release date	1989
Genre	Run and gun
Mode	1-2 Players

Commando, originally released as Senjō no Ōkami , is a run & gun, vertically scrolling arcade game first released in 1985. Its influence can be seen in various later games in the shooter game genre.

The player takes control of a soldier named Super Joe, who starts by being dropped off in a jungle by a helicopter, and has to fight his way out singlehandedly, fending off a massive assault of enemy soldiers.


COMMANDO
NOVICE........ONE PLAYER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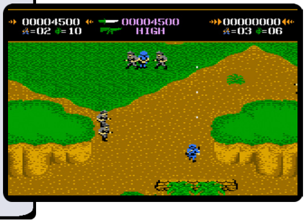
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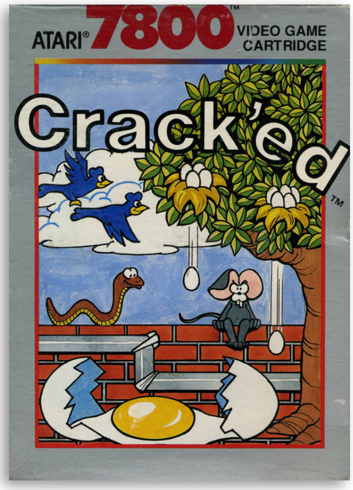
7.2


ATARI 7800 VIDEO GAME CARTRIDGE
Crack’ed

Rarity: 2

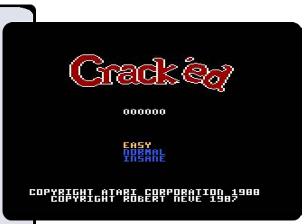
N P

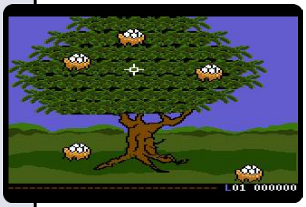
Crack’ed

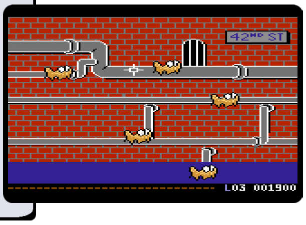
Developer	Robert Neve
Publisher	Atari
Release date	1988
Genre	Shooter
Mode	1 Player

As a professional ornithologist, players are thrilled to find out that some rare South American hornbills have nested in their “old yolk tree.” But while the hornbills are out feeding, a group of mischievous bluebirds, owls, and snakes begin raiding their nests and stealing eggs. Players get out their slingshot and begin hitting the marauding creatures.

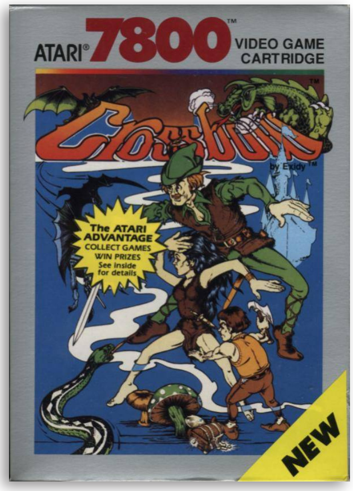
“mobygames.com”


Crack’ed
000000
EASY
NORMAL
INSANE
COPYRIGHT ATARI CORPORATION 1988
COPYRIGHT ROBERT NEVE 198?




42ND ST
L03 001900

5.7


ATARI 7800 VIDEO GAME CARTRIDGE
Crossbow
The ATARI ADVANTAGE
COLLECT GAMES
WIN PRIZES
See inside for details
NEW

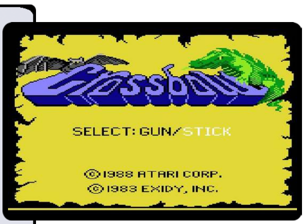
Rarity: 3

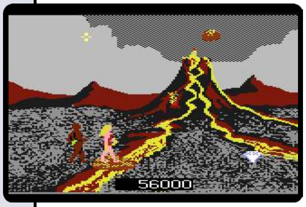
N P

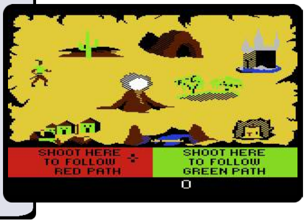
Crossbow

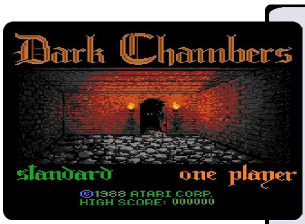
Developer	Atari
Publisher	Atari
Release date	1987
Genre	Light-gun
Mode	1 Player

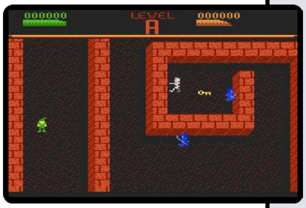
Crossbow is a arcade game originally released by Exidy in 1983. Gameplay requires the player to protect a band of adventurers from afar by shooting objects that threaten them. The adventurers enter from the left-hand side of the screen and attempt to cross the screen unharmed. If the player helps them reach the opposite side of the screen safely, the adventurers survive to the next scenario, and new adventurers are occasionally granted between scenarios.


Crossbow
SELECT: GUN/STICK
©1988 ATARI CORP.
©1983 EXIDY, INC.




SHOOT HERE TO FOLLOW RED PATH
SHOOT HERE TO FOLLOW GREEN PATH
0


Dark Chambers
standard
one player
©1988 ATARI CORP.
HIGH SCORE: 000000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LEVEL
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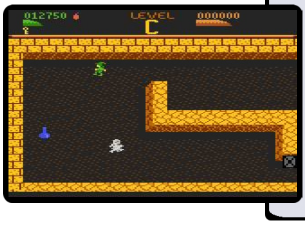

012750
LEVEL
C
000000

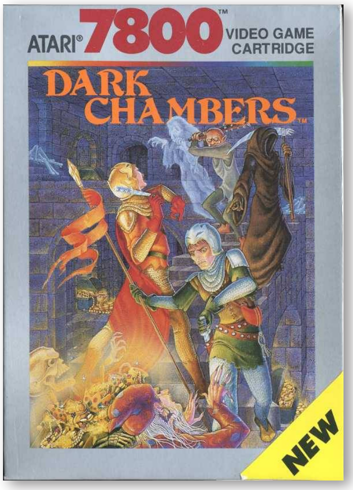
Dark Chambers

Developer	Sculptured Software
Publisher	Atari
Release date	1988
Genre	Action-adventure
Mode	1-2 Players

Dark Chambers is a dungeon crawl, originally designed by John Palevich in 1983 as Dandy. The game was the direct inspiration for the popular 1985 Atari Games coin-op, Gauntlet.

The game takes place in a maze-like dungeon, seen from an overhead view. The dungeon has multiple levels, connected together using stairwells. Portions of the mazes are blocked by locked doors, which can be opened with keys scattered through the maze.

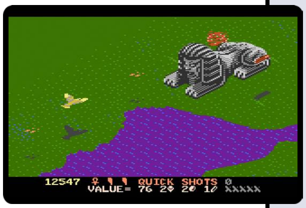
5.6

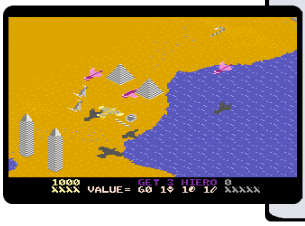

ATARI 7800 VIDEO GAME CARTRIDGE
DARK CHAMBERS
NEW

Rarity: 2

N P

DESERT FALCON
TWO PLAYERS
NOVICE STANDARD ADVANCED EXPERT
ONE PLAYER
© ATARI 1987


12547
QUICK SHOTS
VALUE=


1000
GET 3 HIERO
VALUE=

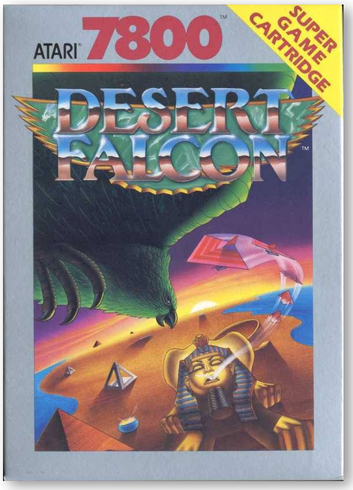
Desert Falcon

Developer	Atari
Publisher	Atari
Release date	1987
Genre	Shooter
Mode	1-2 Players

Desert Falcon is an arcade style shooter. Many of the Pharaoh’s great treasures are lost throughout the desert, and the players goal is to steal as many as they can to earn points. The game features a scrolling, isometric point of view as they control their falcon through the various desert landscapes. The treasures are guarded by desert creatures including vultures, warriors, flying fish, sphinxes.

“mobygames.com”

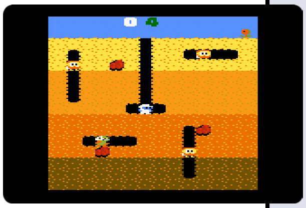
5.8

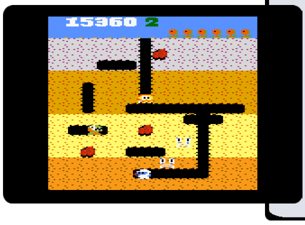

ATARI 7800
SUPER GAME CARTRIDGE
DESERT FALCON

Rarity: 2

N P

DIG DUG
©1984 ATARI
©1982 NAMCO



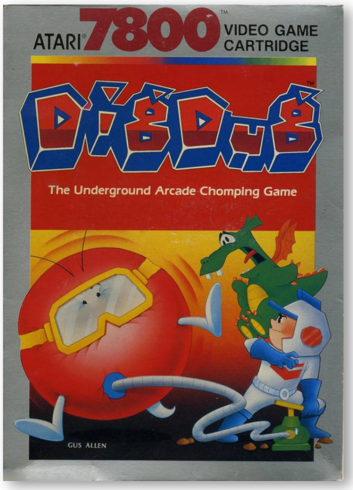


Dig Dug

Developer	Atari
Publisher	Atari
Release date	1987
Genre	Maze
Mode	1-2 Players

Dig Dug was originally released by Namco an 1982 arcade game. The objective of the game is to eliminate underground-dwelling monsters by either inflating them with an air pump until they explode, or by dropping rocks on them. There are two kinds of enemies in the game: “Pookas” (a race of round red monsters, said to be modeled after tomatoes, that wear yellow goggles) and “Fygars” (a race of green dragons that can breathe fire while their wings flash).

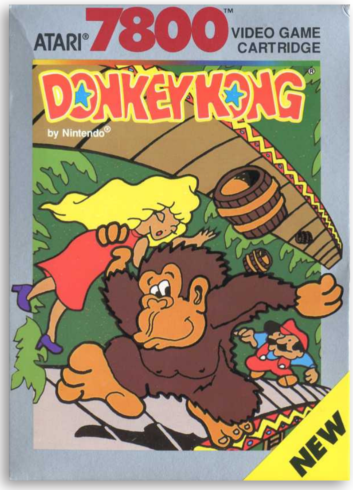
7.8


ATARI 7800 VIDEO GAME CARTRIDGE
DIG DUG
The Underground Arcade Chomping Game

Rarity: 1

N P

7.6


ATARI 7800
VIDEO GAME CARTRIDGE
DONKEY KONG
by Nintendo
NEW

Rarity: 1

N P

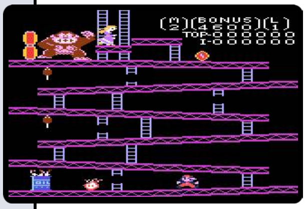
Donkey Kong

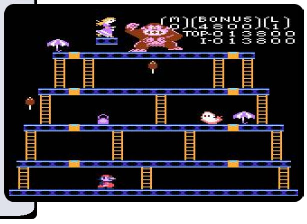
Developer	Atari
Publisher	Atari
Release date	1988
Genre	Platformer
Mode	1-2 Players

Donkey Kong, first released by Nintendo in 1981 as an arcade game, is an early example of the platform game genre, as the gameplay focuses on maneuvering the main character across a series of platforms while dodging and jumping over obstacles. In the game, Mario must rescue a damsel in distress, from a giant ape named Donkey Kong.

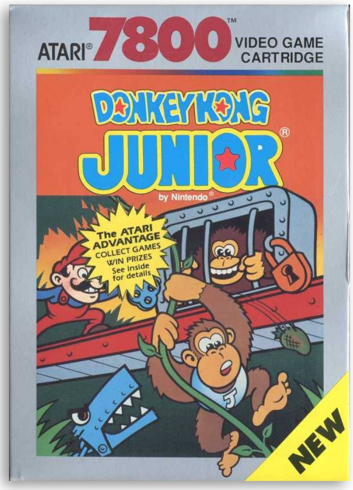
This version of the game has only has three screens, missing the Pie Factory.

DONKEY KONG
TWO PLAYERS
STANDARD ADVANCED EXPERT
ONE PLAYER
©1988 ATARI CORP.
©1981,1983 NINTENDO OF AMERICA, INC.





7.9


ATARI 7800
VIDEO GAME CARTRIDGE
DONKEY KONG
JUNIOR
by Nintendo
The ATARI ADVANTAGE
COLLECT GAMES
WIN PRIZES
See inside for details
NEW

Rarity: 1

N P

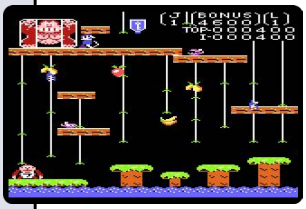
Donkey Kong Junior

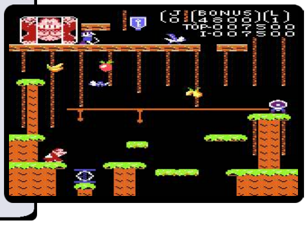
Developer	Atari
Publisher	Atari
Release date	1988
Genre	Platformer
Mode	1-2 Players

Donkey Kong Jr. is a 1982 arcade-style platformer by Nintendo. It first appeared in arcades, and, over the course of the 1980s, was later released for a variety of platforms. Its eponymous star, Donkey Kong Jr. is trying to rescue his father Donkey Kong, who has been imprisoned by Mario.

This version of the game has only three levels, omitting the 'Spark' level.

DONKEY KONG JR.
TWO PLAYERS
STANDARD ADVANCED EXPERT
ONE PLAYER
©1988 ATARI CORP.
©1982,1983 NINTENDO OF AMERICA, INC.





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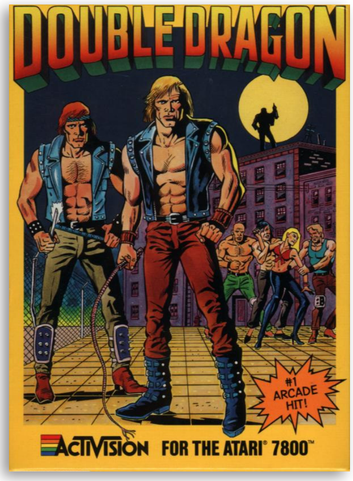

DOUBLE DRAGON
#1 ARCADE HIT!
ACTIVISION
FOR THE ATARI 7800

Rarity: 4

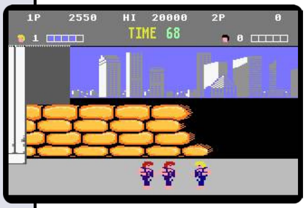
N P

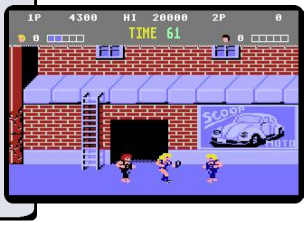
Double Dragon

Developer	Activision
Publisher	Mediagenic
Release date	1989
Genre	Beat em` up
Mode	1-2 Players

Set in a post-apocalyptic New York, Double Dragon is the story of Billy and Jimmy Lee, twin brothers trained in the fighting style of Sou-Setsu-Ken. One day, Billy's girlfriend, Marian, is kidnapped off the street by a savage street gang. Using whatever techniques they have at their disposal, from the basic punches and kicks to the invulnerable elbow strike, as well any weapon that comes into their hands, the Lee brothers must pursue the gang through the city slum.

DOUBLE DRAGON
双截龍
COPYRIGHT 1989 ACTIVISION
COPYRIGHT TECHNOS JAPAN CORP.
PRESS SELECT TO CHOOSE 1 OR 2 PLAYERS


1P 2550 HI 20000 2P 0
TIME 68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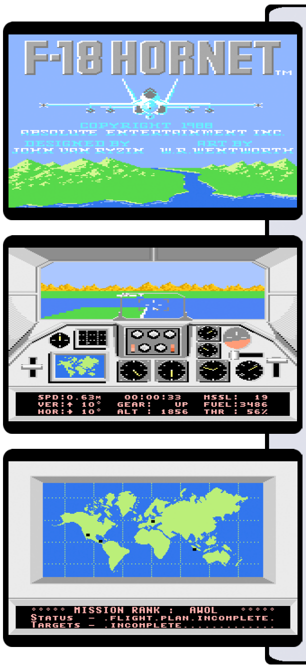

F-18 HORNET
MISSION RANK : AWOL

F-18 Hornet

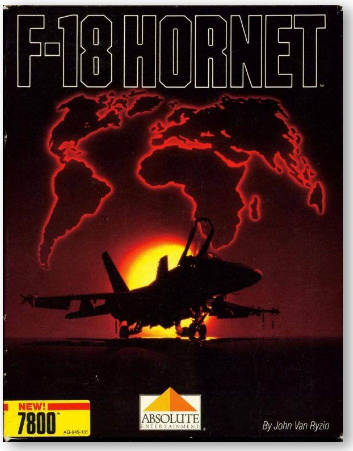
Developer	John Van Ryzin
Publisher	Absolute Entertainment
Release date	1988
Genre	Simulation, Shooter
Mode	1 Player

F-18 Hornet is a one-player fighter simulator in which the player pilots a Navy F-18/A Jet through a series of simulated combat situations including carrier take-offs and landings, bombings, strafings, and air combat.

In each of four missions, players are confronted with a variety of opponents and must perform a series of combat objectives in order from the Naval Aviator rank.

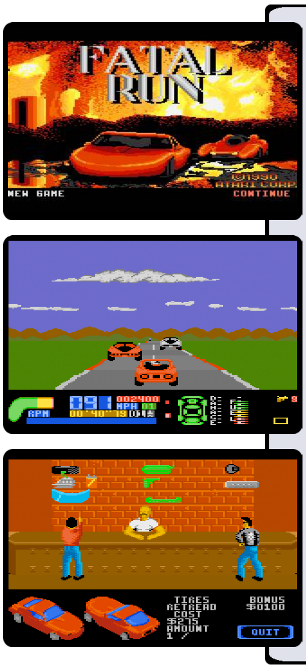
"mobygames.com"

5.5


F-18 HORNET
NEW! 7800
ABSOLUTE
By John Van Ryzin

Rarity: 4

N P


FATAL RUN
NEW GAME
©1990 ATARI CORP
CONTINUE
QUIT

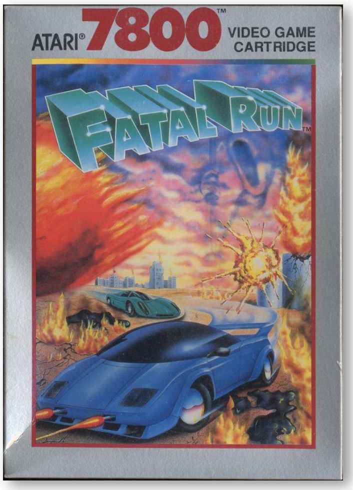
Fatal Run

Developer	Sculptured Software
Publisher	Atari
Release date	1990
Genre	Racing, Action
Mode	1 Player

Developed by Sculptured Software for Atari in 1990, Fatal Run is a car combat/racing title set in a post-apocalyptic world. Of all of the games on the system, Fatal Run probably takes the most amount of time to beat. However, it features a password system that will save players from having to sit still for more than 2 hours racing over the most boring terrain imaginable (think Idaho without the charm).

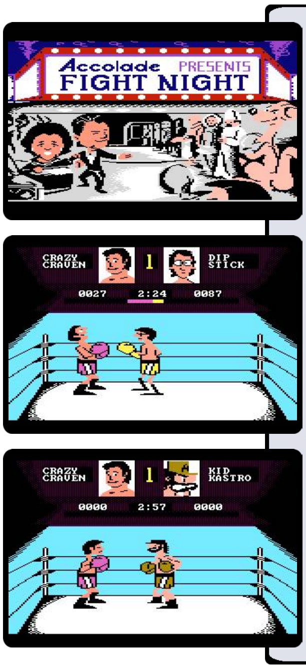
"atariage.com "

7.3


ATARI 7800
VIDEO GAME CARTRIDGE
FATAL RUN

Rarity: 5

N P


Accolade PRESENTS
FIGHT NIGHT
CRAZY CRAVEN
DIP STICK
KID KASTRO

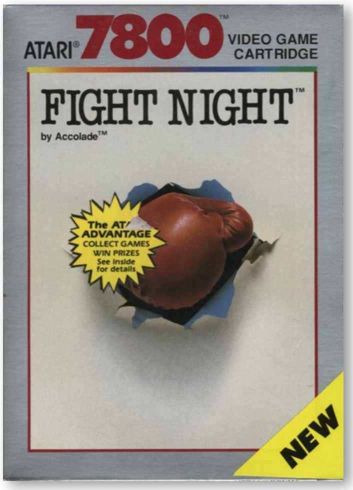
Fight Night

Developer	Imagineering Inc.
Publisher	Atari
Release date	1988
Genre	Sports
Mode	1-2 Players

Fight Night was originally designed by Accolade in 1985 for personal computers, and Imagineering Inc. adapted this game for the Atari 7800 in 1988. The game boasts 12 playable boxers, but it really only has six different character templates. The pugilists are large, detailed, and humorous, but the audio is poor. This game features a short "career" mode, a training mode, 2-player exhibitions and a tournament mode.

"atariage.com "

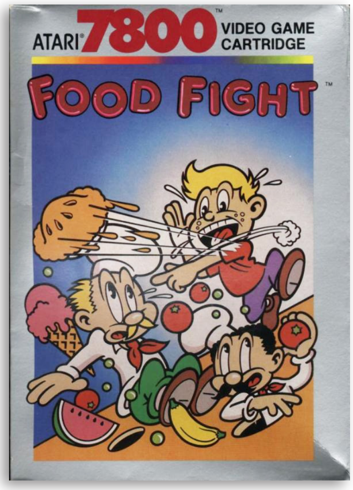
5.0


ATARI 7800
VIDEO GAME CARTRIDGE
FIGHT NIGHT
by Accolade
The ATARI ADVANTAGE
NEW

Rarity: 3

N P

8.1


ATARI 7800
VIDEO GAME CARTRIDGE
FOOD FIGHT

Rarity: 2

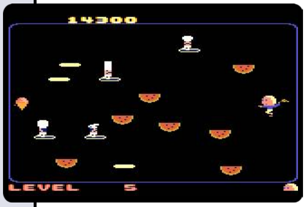
N P

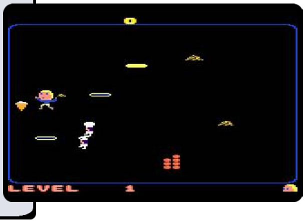
Food Fight

Developer	Atari
Publisher	Atari
Release date	1987
Genre	Platformer
Mode	1-2 Players

Food Fight is a port of the 1983 arcade game by Atari. The player guides Charley Chuck, who is trying to eat an ice cream cone before it melts, while avoiding four chefs bent on stopping him. The chefs appear from holes in the floor of the level and will chase after Charley. The chefs are identified by the shape of their toques: Angelo's is short and rectangular; Jacques' is curved; Oscar's is big and round; and Zorba's is tall and slender.

FOOD FIGHT
INTERMEDIATE
ONE PLAYER
© 1984 ATARI


14300
LEVEL 5



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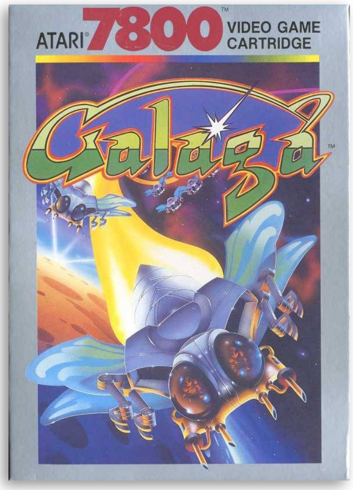

ATARI 7800
VIDEO GAME CARTRIDGE
Galaga

Rarity: 1

N P

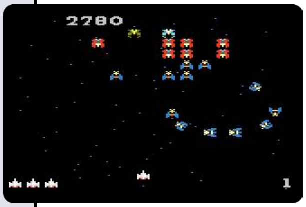
Galaga

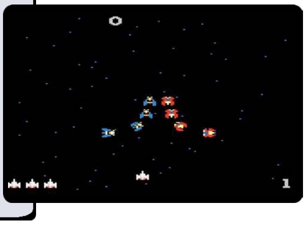
Developer	GCC
Publisher	Atari
Release date	1987
Genre	Shooter
Mode	1-2 Players

Based on the popular Namco space shooting coin-op, this version was designed by GCC (General Computer Corporation) in 1984. GCC is the same company that designed the 7800 system for Atari. Besides the fun gameplay, this game's greatest selling point when it was released was the fact that this title was not available on the 2600 or 5200.

"atariage.com"

Galaga
© 1984 ATARI





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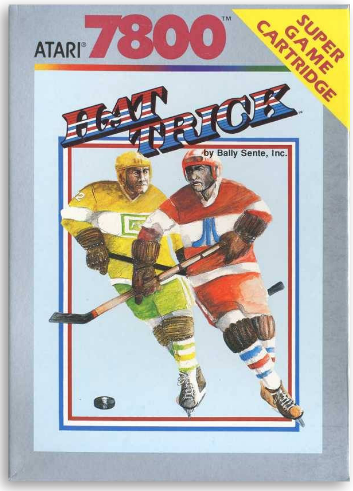

ATARI 7800
SUPER GAME CARTRIDGE
HAT TRICK
by Bally Sente, Inc.

Rarity: 1

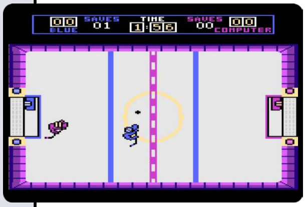
N P

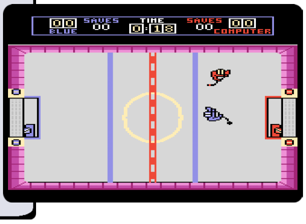
Hat Trick

Developer	Atari
Publisher	Atari
Release date	1987
Genre	Sports
Mode	1-2 Players

Based on the Bally Sente coin-op from 1984 this is a top-down hockey game. Each player controls a goalie and a skater. The object is to shoot the puck into the opposing teams goal. Each game lasts two minutes. The game comes complete with difficulty selections for the computer AI and a Zamboni to clean up your mess after the two minute game is over.

HAT TRICK
ONE PLAYER
NOVICE
EXPERT
TWO PLAYER
© 1987 ATARI
© 1984 BALLY SENTE


BLUE
SAVES 01
TIME 1:56
SAVES 00
COMPUTER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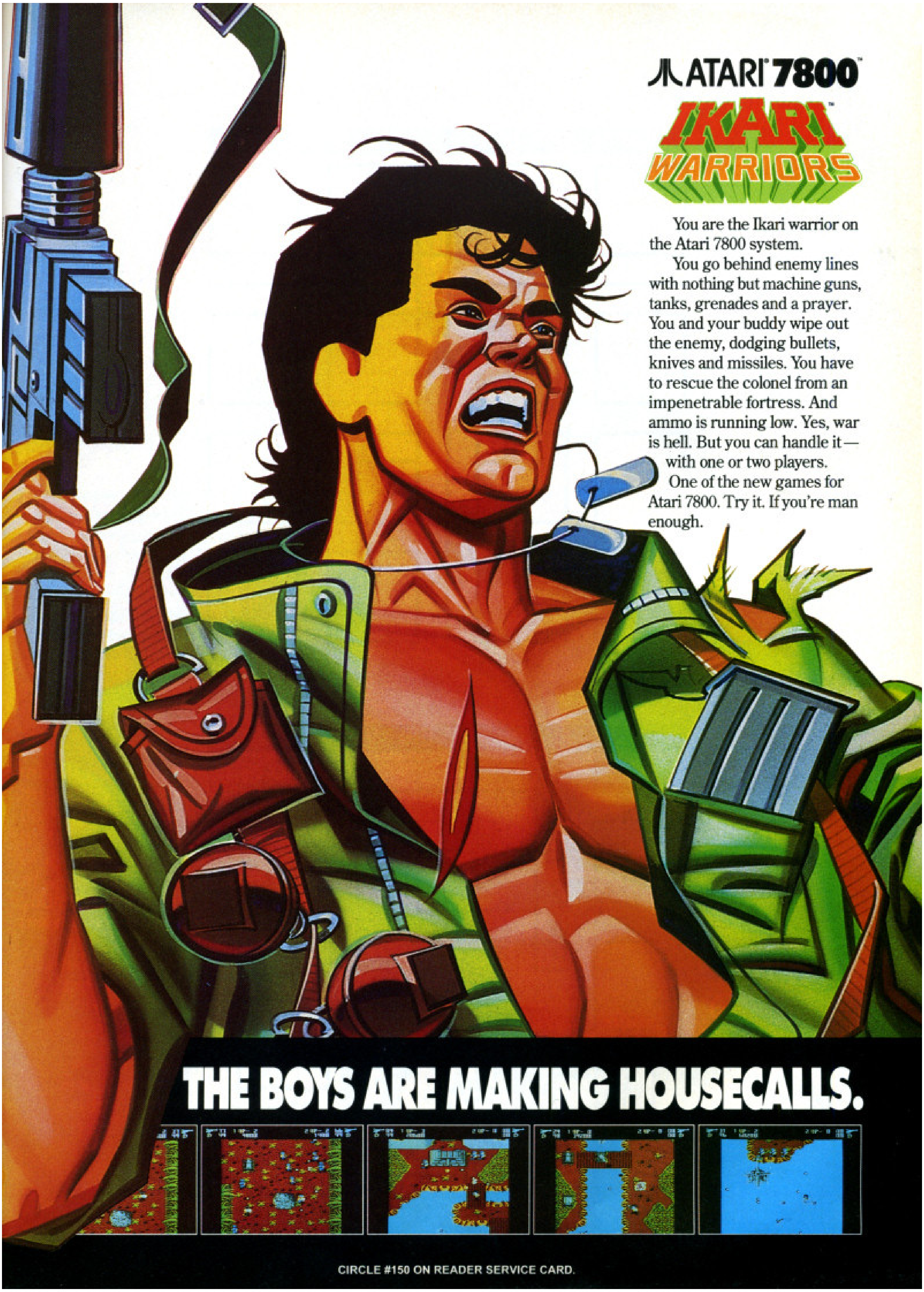
SAVES 00
TIME 0:18
SAVES 00
COMPUTER


ATARI 7800
IKARI WARRIORS
THE BOYS ARE MAKING HOUSECALLS.

You are the Ikari warrior on the Atari 7800 system.

You go behind enemy lines with nothing but machine guns, tanks, grenades and a prayer. You and your buddy wipe out the enemy, dodging bullets, knives and missiles. You have to rescue the colonel from an impenetrable fortress. And ammo is running low. Yes, war is hell. But you can handle it—with one or two players.

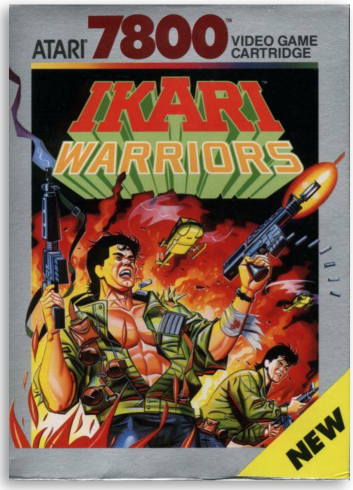
One of the new games for Atari 7800. Try it. If you're man enough.

CIRCLE #150 ON READER SERVICE CARD.

Vintage Computing and Gaming
Retro Scan of the Week

Original Scan by VC&G for entertainment purposes. We claim no rights over this image, but if you use it, we would appreciate some credit. Thanks in advance!
www.vintagecomputing.com

5.8


ATARI 7800 VIDEO GAME CARTRIDGE
IKARI WARRIORS
NEW

Rarity: 6

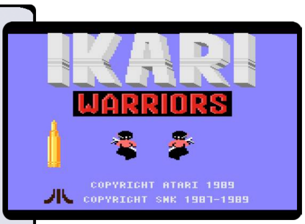
N P

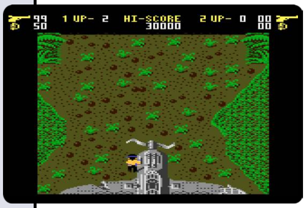
Ikari Warriors

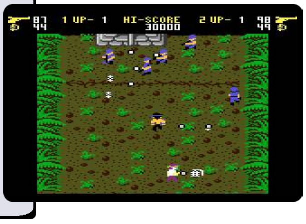
Developer	Atari
Publisher	Atari
Release date	1989
Genre	Run and gun
Mode	1-2 Players

Ikari Warriors is based on the 1987 SNK coin-op and was released for the Pro System in 1989. The player takes the role of commando-like warriors who must try to reach the village of Ikari. Enemy units attempting to kill the player include tanks, enemy soldiers and helicopters. A number of power-ups along the way help the player achieve victory.

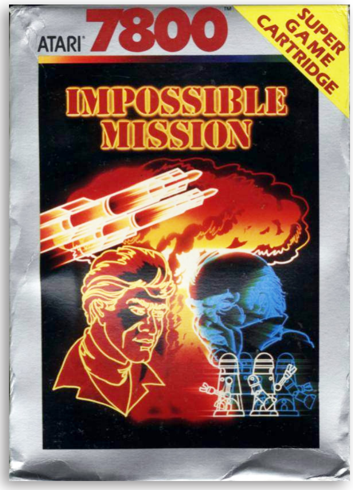
This was one of four games featured in Atari's "Get In a Fight After School" 7800 ad campaign.


IKARI
WARRIORS
COPYRIGHT ATARI 1989
COPYRIGHT SNK 1987-1989


1 UP- 2
HI-SCORE 30000
2 UP- 0


1 UP- 1
HI-SCORE 30000
2 UP- 1

3.2


ATARI 7800
SUPER GAME CARTRIDGE
IMPOSSIBLE MISSION

Rarity: 4

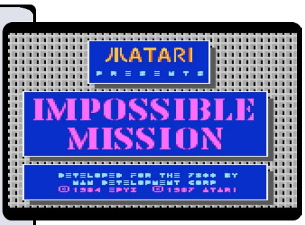
N P

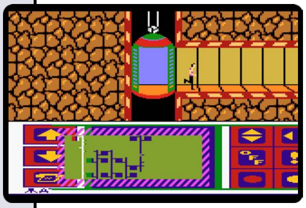
Impossible Mission

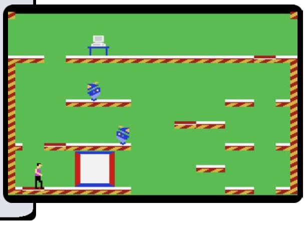
Developer	Atari
Publisher	Atari
Release date	1987
Genre	Action
Mode	1 Player

Impossible Mission is a video game for several home computers. The original version for the Commodore 64 was programmed by Dennis Caswell and published by Epyx in 1984. The game features a variety of gameplay mechanics, from platform, adventure and action games.

In one of the most notorious game glitches of all time, the NTSC version of the Atari 7800 is actually impossible to beat.


ATARI
PRESENTS
IMPOSSIBLE MISSION





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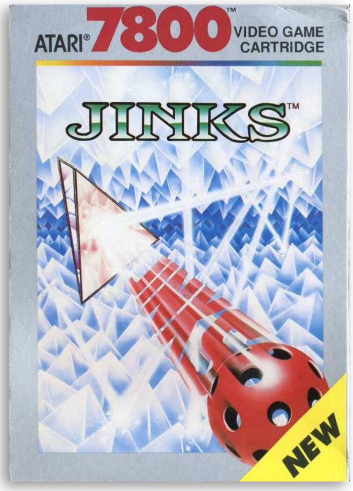

ATARI 7800 VIDEO GAME CARTRIDGE
JINKS
NEW

Rarity: 1

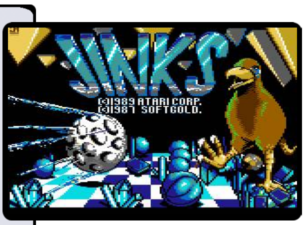
N P

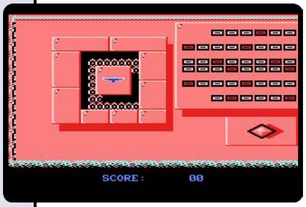
Jinks

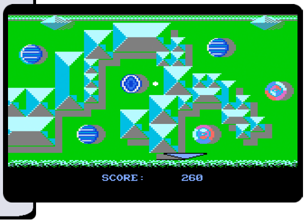
Developer	Atari
Publisher	Atari
Release date	1989
Genre	Breakout
Mode	1 Player

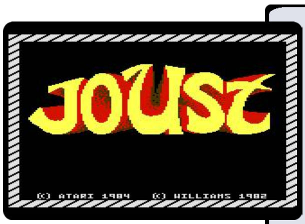
Jinks added a largely new concept to the Breakout type games, offering much freer paddle movement (both horizontally and vertically), a horizontally scrolling screen and the ability to flip the triangular paddle as needed.

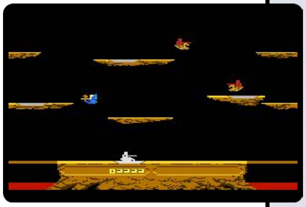
The objective is to survive on the planet Jinks - an exploration mission on this resource-rich planet has gone wrong. As hazards, there are objects that can destroy the paddle or make it smaller.

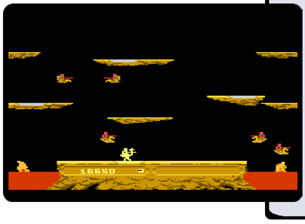

JINKS
©1989 ATARI CORP.
©1987 SOFTGOLD.






JOUST
(C) ATARI 1984 (C) WILLIAMS 1982





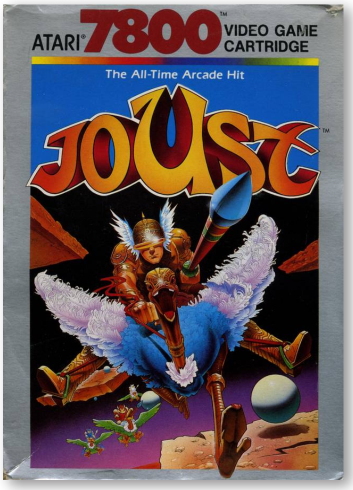
Joust

Developer	GCC
Publisher	Atari
Release date	1987
Genre	Action
Mode	1-2 Players

Based on the 1982 Williams coin-op, the 7800 version was designed by GCC in 1984 but not released by Atari until 1987.

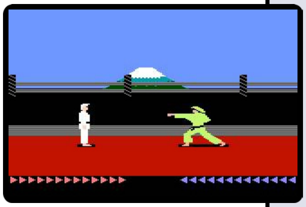
Joust is a platforming game where the player controls a yellow knight riding a flying ostrich or stork, from a third-person perspective. The objective is to defeat groups of enemy knights riding buzzards that populate each level, referred to as a “wave”. Upon completing a wave, a subsequent, more challenging wave begins.

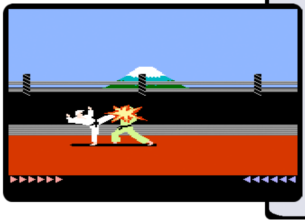
6.6


ATARI 7800 VIDEO GAME CARTRIDGE
The All-Time Arcade Hit
JOUST

Rarity: 1

N P





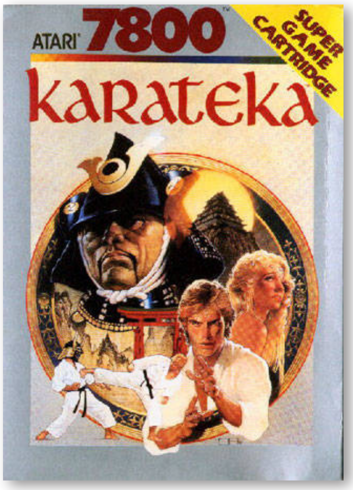
Karateka

Developer	Ibid Inc.
Publisher	Atari
Release date	1988
Genre	Action
Mode	1 Player

Karateka is a 1984 martial arts action game by Jordan Mechner, and was his first published game, created while attending Yale University. It was originally programmed for the Apple II, then widely ported.

The game exhibits a combination of a side-scrolling platform and fighting game elements similar to a beat ‘em up. The player uses punches and kicks to defeat Akuma and his guards and make his way deeper into the fortress.

3.6


ATARI 7800
SUPER GAME CARTRIDGE
karateka

Rarity: 2

N P

KUNG-FU MASTER®

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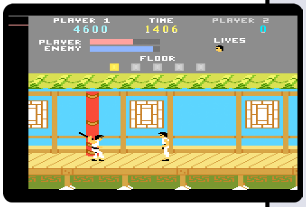
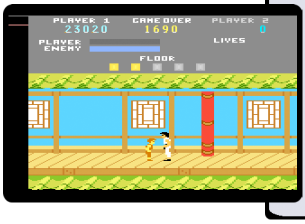

PLAYER 1
4600
TIME
1406
PLAYER 2
0
PLAYER
ENEMY
LIVES
FLOOR

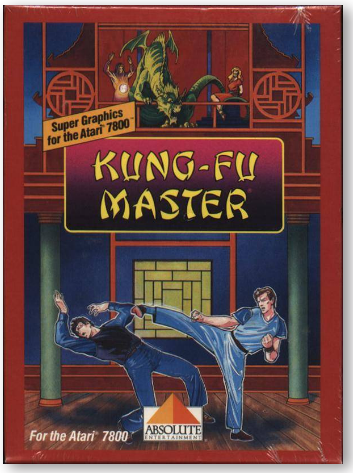

PLAYER 1
23020
GAME OVER
1690
PLAYER 2
0
PLAYER
ENEMY
LIVES
FLOOR

Kung-Fu Master

Developer	Absolute Entertainment
Publisher	Absolute Entertainment
Release date	1989
Genre	xxx
Mode	1-2 Players

Kung-Fu Master is a side-scrolling action game produced by Irem that was originally released as an arcade game in 1984. The players control Thomas, the titular Kung-Fu Master, as he fights his way through the five levels of the Devil’s Temple in order to rescue his girlfriend Sylvia from the mysterious crime boss Mr. X. It is considered to be one of the precursors to the beat ‘em up genre.

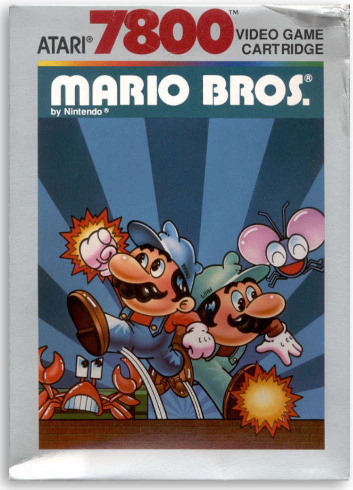
4.0


Super Graphics for the Atari 7800
KUNG-FU MASTER
For the Atari 7800
ABSOLUTE ENTERTAINMENT

Rarity: 4

N P

8.2


ATARI 7800 VIDEO GAME CARTRIDGE
MARIO BROS.
by Nintendo

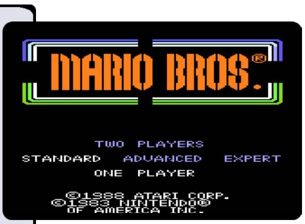
Rarity: 3

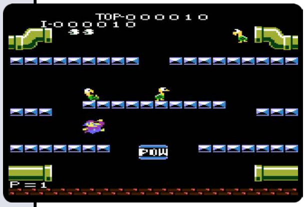
N P

Mario Bros.

Developer	Atari
Publisher	Atari
Release date	1988
Genre	Platformer
Mode	1-2 Players

Mario Bros. is a platform game first published and developed for arcades by Nintendo in 1983. The objective of the game is to defeat all of the enemies in each phase. The mechanics of Mario Bros. involve only running and jumping. Unlike future Mario games, players cannot jump on enemies and squash them, unless they were already turned on their back.


MARIO BROS.
TWO PLAYERS
STANDARD ADVANCED EXPERT
ONE PLAYER
©1988 ATARI CORP.
©1983 NINTENDO® OF AMERICA INC.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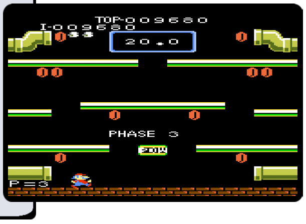
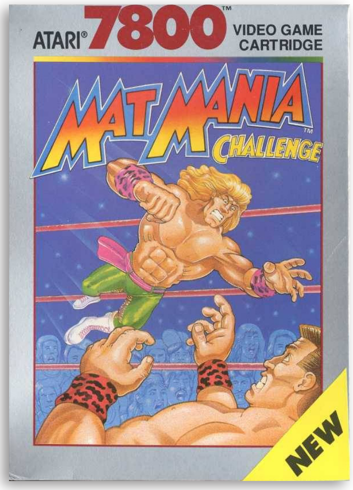
I-000010
POW
P=1


TOP-009680
I-009680
20.0
PHASE 3
POW
P=3

3.0


ATARI 7800 VIDEO GAME CARTRIDGE
MAT MANIA CHALLENGE
NEW

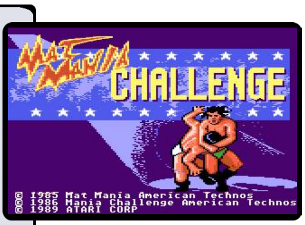
Rarity: 4

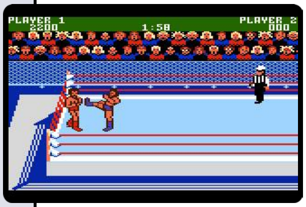
N P

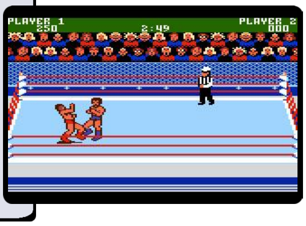
Mat Mania Challenge

Developer	Atari
Publisher	Atari
Release date	1990
Genre	Sports
Mode	1-2 Players

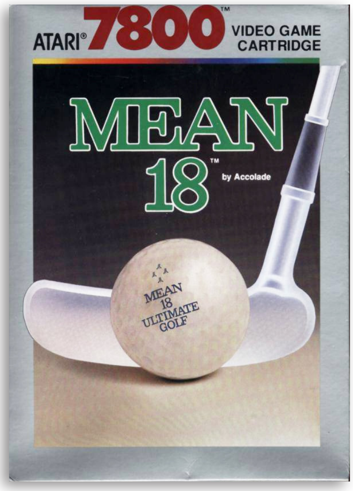
Mat Mania was first released as a 1985 Japanese pro wrestling-themed arcade game developed by Technōs Japan. The 7800 version was faithful in some aspects like graphics and controls. However, it was reviewed poorly by most magazines and game players because it was missing all the villain characters (due to the amount of low memory Atari cartridges were known for).


MAT MANIA CHALLENGE
© 1985 Mat Mania American Technos
© 1986 Mania Challenge American Technos
© 1989 ATARI CORP


PLAYER 1
2200
1:58
PLAYER 2
000


PLAYER 1
250
2:49
PLAYER 2
000

5.6


ATARI 7800 VIDEO GAME CARTRIDGE
MEAN 18
by Accolade
MEAN 18 ULTIMATE GOLF

Rarity: 7

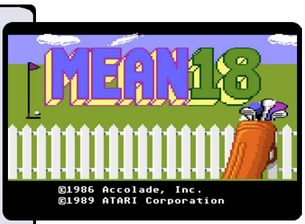
N P

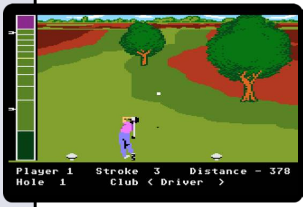
Mean 18 Ultimate Golf

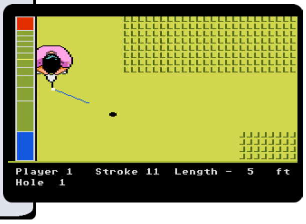
Developer	Atari
Publisher	Atari
Release date	1989
Genre	Sports
Mode	1-2 Players

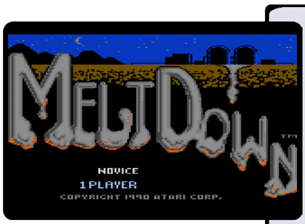
Released first for DOS in 1986, it was quickly ported to other popular home computer platforms of the era. The game was designed by Rex Bradford with graphics by George Karalias.

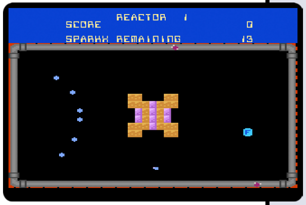
Some collectors consider this to be the second rarest title in the library.

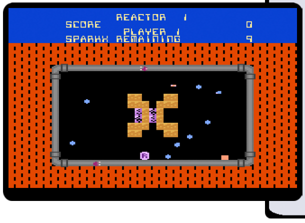

MEAN 18
©1986 Accolade, Inc.
©1989 ATARI Corporation


Player 1 Stroke 3 Distance - 378
Hole 1 Club < Driver >


Player 1 Stroke 11 Length - 5 ft
Hole 1


MELTDOWN
NOVICE
1 PLAYER
COPYRIGHT 1990 ATARI CORP.


REACTOR 1
SCORE 0
SPARKS REMAINING 13

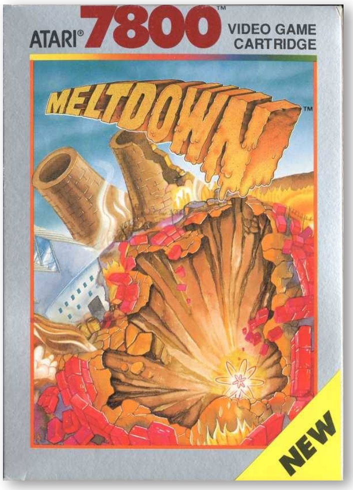

REACTOR 1
SCORE 0
PLAYER 1
SPARKS REMAINING 9

Meltdown

Developer	Atari
Publisher	Atari
Release date	1990
Genre	Light-gun
Mode	1 Player

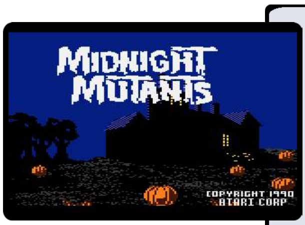
Meltdown is an arcade action game similar to Reactor. On the screen players will see a representation of a nuclear reactor; numerous control rods are located in the center of the screen, with the reactor walls around the edges. Inside the reactor are numerous (and dangerous) particles which will damage the control rods if they collide. Using the light gun, they need to shoot and destroy the various particles before the control rods are destroyed.

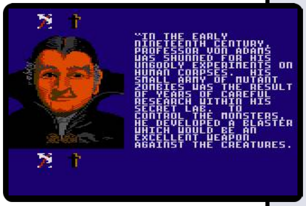
5.0


ATARI 7800 VIDEO GAME CARTRIDGE
MELTDOWN
NEW

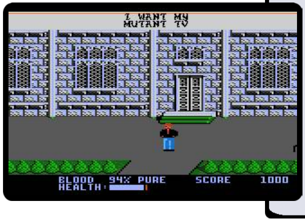
Rarity: 2

N P


MIDNIGHT MUTANTS
COPYRIGHT 1990 ATARI CORP



"IN THE EARLY NINETEENTH CENTURY, PROFESSOR VON ADAMS WAS SHUNNED FOR HIS UNGODLY EXPERIMENTS ON HUMAN CORPSES. HIS SMALL ARMY OF MUTANT ZOMBIES WAS THE RESULT OF YEARS OF CAREFUL RESEARCH WITHIN HIS SECRET LAB. TO CONTROL THE MONSTERS, HE DEVELOPED A BLASTER WHICH WOULD BE AN EXCELLENT WEAPON AGAINST THE CREATURES.


I WANT MY MUTANT TV
BLOOD 94% PURE
HEALTH:
SCORE 1000

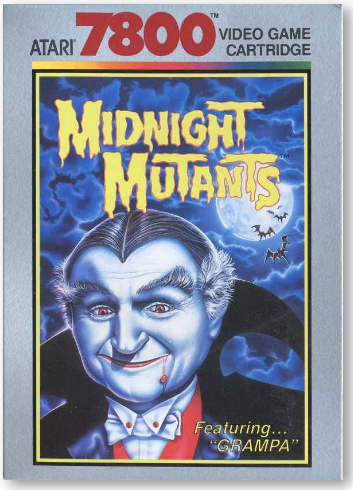
Midnight Mutants

Developer	Radioactive Software
Publisher	Atari
Release date	1990
Genre	Action-adventure
Mode	1 Player

Midnight Mutants is an action-adventure game for the Atari 7800. It features a likeness of Al Lewis, dressed as Grandpa Munster, playing the role of "Grampa." The game is displayed from a pseudo-isometric viewpoint and features a completely free-roaming world design.

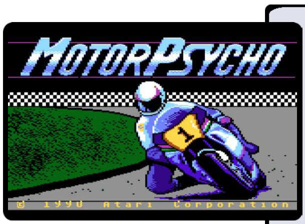
The game, along with Sentinel, was one of the last releases by Atari for the Atari 7800.

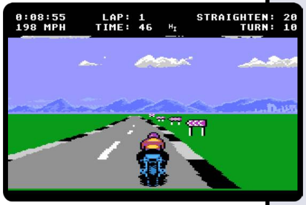
8.5

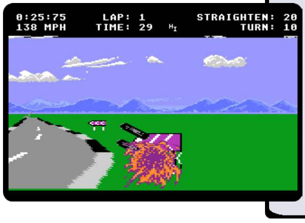

ATARI 7800 VIDEO GAME CARTRIDGE
MIDNIGHT MUTANTS
Featuring... "GRAMPA"

Rarity: 3

N P


MOTORPSYCHO
© 1990 Atari Corporation


0:08:55
198 MPH
LAP: 1
TIME: 46
STRAIGHTEN: 20
TURN: 10

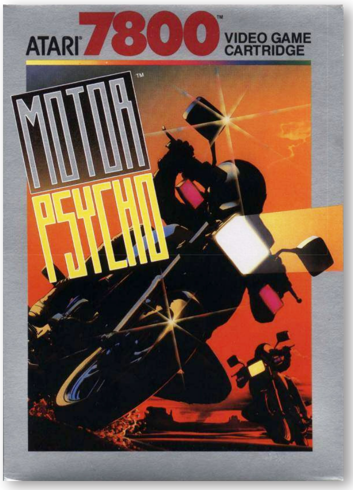

0:25:75
138 MPH
LAP: 1
TIME: 29
STRAIGHTEN: 20
TURN: 10

Motor Psycho

Developer	Atari
Publisher	Atari
Release date	1990
Genre	Racing
Mode	1 Player

MotorPsycho is similar in feel to Pole Position, but with motorcycles substituting the cars. The object is to complete each race within the alloted time while dodging other motorcycles. Ramps strewn throughout the track allow the motorcycle to jump over obstacles and the other motorcyclists. Players can shift between high and low gears, but there are no brakes. A player can customize their motorcycle by adjusting the "straighten" and "turn" response times before the race.

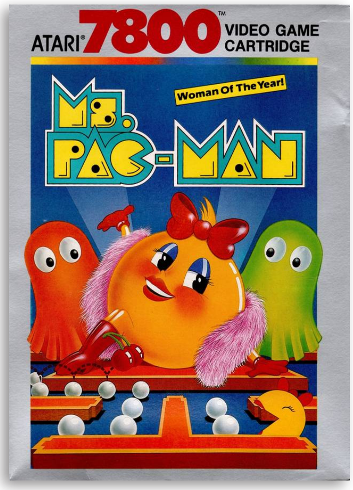
5.0


ATARI 7800 VIDEO GAME CARTRIDGE
MOTOR PSYCHO

Rarity: 5

N P

7.9


ATARI 7800 VIDEO GAME CARTRIDGE
Woman Of The Year!
MS. PAC-MAN

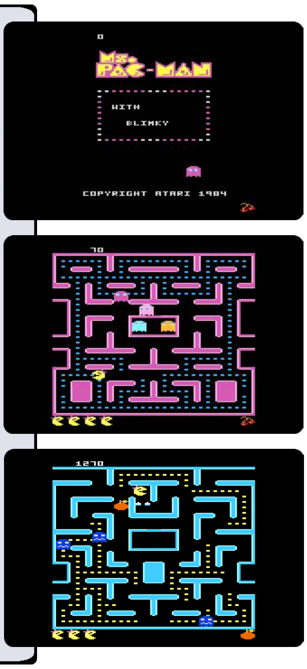
Rarity: 1

N P

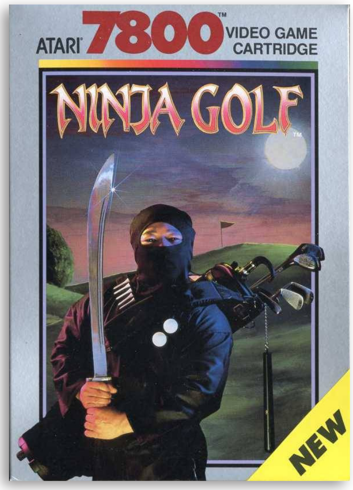
Ms. Pac-Man

Developer	Atari
Publisher	Atari
Release date	1987
Genre	Maze
Mode	1-2 Players

Ms. Pac-Man was originally conceived as an enhancement kit for Pac-Man called Crazy Otto, created by programmers employed at the General Computer Corporation (GCC). While Crazy Otto was under development, GCC settled a lawsuit with Atari over their Missile Command conversion kit Super Missile Attack. Part of the settlement terms barred GCC from selling future conversion kits without consent from the original game manufacturer.


MS. PAC-MAN
WITH
BLINKY
COPYRIGHT ATARI 1984

7.2


ATARI 7800 VIDEO GAME CARTRIDGE
NINJA GOLF
NEW

Rarity: 4

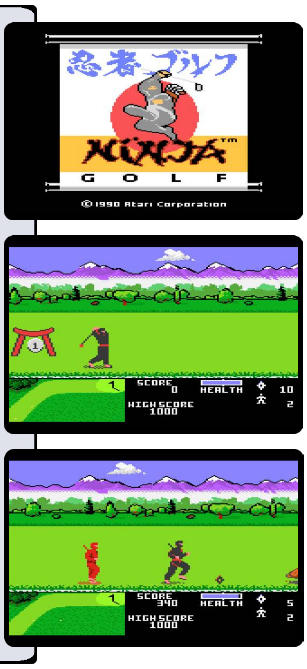
N P

Ninja Golf

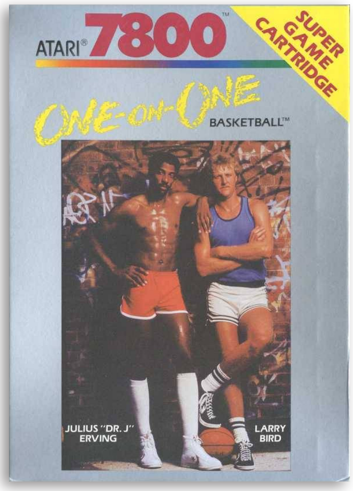
Developer	Atari
Publisher	Atari
Release date	1989
Genre	Sports, Beat em` up
Mode	1 Player

Ninja Golf is an Atari 7800 video game which combines scrolling beat 'em up with golf simulation gameplay. Released in 1990, it later gained some renown for its outlandish subject matter and unique blend of gameplay styles.

The player starts each hole by aiming his ball and shooting it toward the green. He then runs toward the ball, in traditional sidescroller fashion, fighting various enemies encountered along the way.


忍者ゴルフ
NINJA
G O L F
© 1990 Atari Corporation
SCORE
HEALTH
HIGH SCORE
1000

6.3


ATARI 7800
SUPER GAME CARTRIDGE
ONE-ON-ONE
BASKETBALL
JULIUS "DR. J" ERVING
LARRY BIRD

Rarity: 1

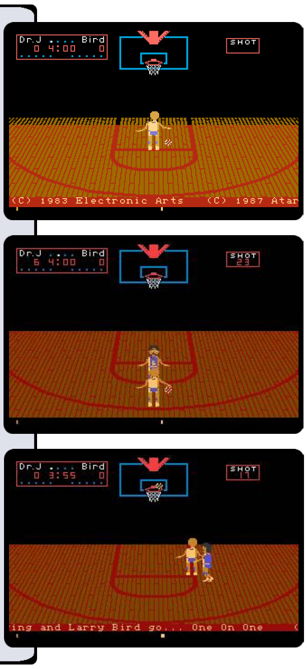
N P

One-on-One Basketball

Developer	Atari
Publisher	Atari
Release date	1987
Genre	Sports
Mode	1-2 Players

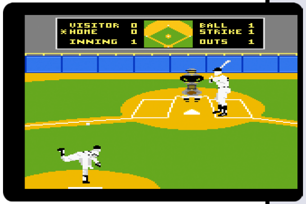
One on One, is a 1983 computer basketball game initially released for the Apple II and Atari 8-bit family, then ported to a variety of other systems.

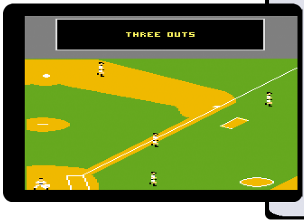
In this game, the player can assume the role of basketball greats Julius Erving or Larry Bird in a game of one-on-one against another player or the computer. Featuring outstanding animation for its era, the game allows for play to a certain score or timed games.


Dr.J Bird
SHOT
(C) 1983 Electronic Arts (C) 1987 Atar
ing and Larry Bird go... One On One

Pete Rose Baseball

Pete Rose Baseball TM
By Alex DeMeo
7800 Version by Robert Curtiss
©1989 Absolute Entertainment, Inc.

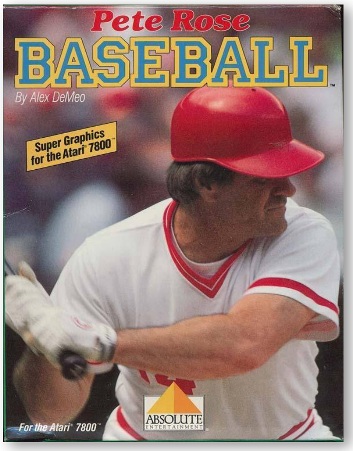

VISITOR 0
HOME 0
INNING 1
BALL 1
STRIKE 1
OUTS 1



Developer	Absolute Entertainment
Publisher	Absolute Entertainment
Release date	1989
Genre	Sports
Mode	1-2 Players

Pete Rose Baseball is a baseball game for the Atari 2600 and 7800. The game was a notable improvement over previous Atari 2600 baseball games such as Home Run and RealSports Baseball. The game features a “behind the pitcher” viewpoint for pitching and batting, a viewpoint which was introduced by the classic computer game Hardball. In addition, the game features different “bird’s eye” views of the field depending on where the ball is hit.

6.0

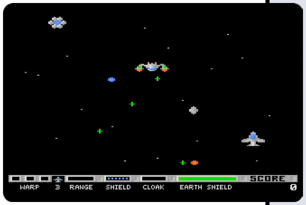

Pete Rose
BASEBALL
By Alex DeMeo
Super Graphics for the Atari 7800
For the Atari 7800
ABSOLUTE ENTERTAINMENT

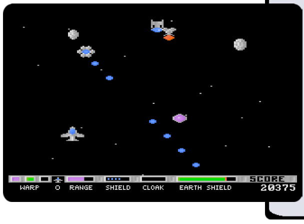
Rarity: 4

N P

Planet Smashers

PLANET SMASHERS
COPYRIGHT 1990 ATARI CORP ALL RIGHTS RESERVED


WARP 3
RANGE
SHIELD
CLOAK
EARTH SHIELD
SCORE 0


WARP 0
RANGE
SHIELD
CLOAK
EARTH SHIELD
SCORE 20375

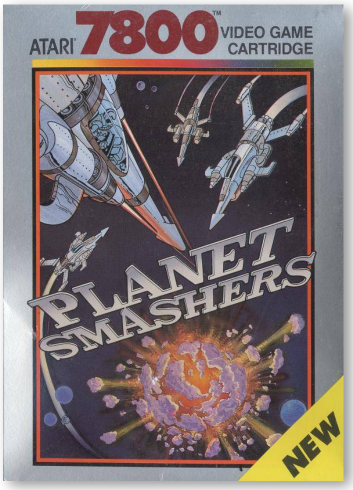
Developer	Atari
Publisher	Atari
Release date	1989
Genre	Shooter
Mode	1-2 Players

Planet Smashers is a vertically scrolling shooter similar to Xevious. Power ups can be captured by destroying cargo ships. Power ups include improved weapons, shield restoration, and cloaking ability.

One difference in this game that sets it apart from others of the same type is the Earth Shield. Every time the player lets a ship go by unscathed the Earth Shield depletes a little. If the shield is destroyed, it’s game over.

“mobygames.com”

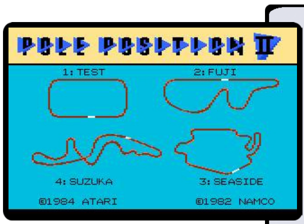
7.0

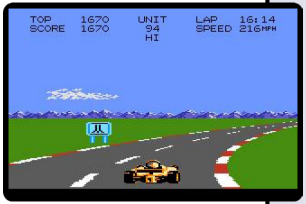

ATARI 7800 VIDEO GAME CARTRIDGE
PLANET SMASHERS
NEW

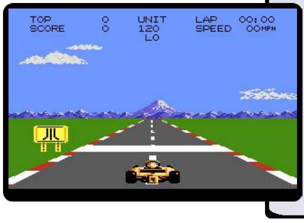
Rarity: 5

N P

Pole Position II


POLE POSITION II
1: TEST
2: FUJI
4: SUZUKA
3: SEASIDE
©1984 ATARI
©1982 NAMCO


TOP SCORE 1670 1670
UNIT 94 HI
LAP SPEED 16:14 216MPH

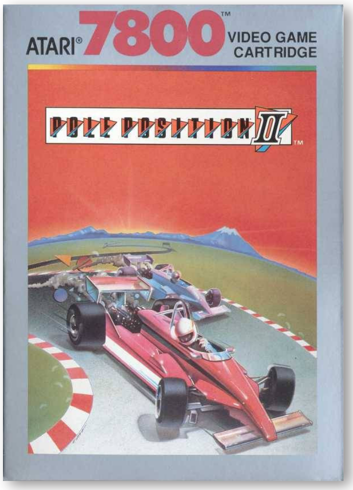

TOP SCORE 0 0
UNIT 120 LO
LAP SPEED 00:00 00MPH

Developer	Atari
Publisher	Atari
Release date	1987
Genre	Racing
Mode	1 Player

Based on the Namco coin-op of 1982, the 7800 version of Pole Position II was released in 1987. This is the game that was packaged with the 7800 and is therefore the most common.

The gameplay is the same as in original arcade Pole Position, plus slightly improved graphics, a new opening theme song, and new tracks.

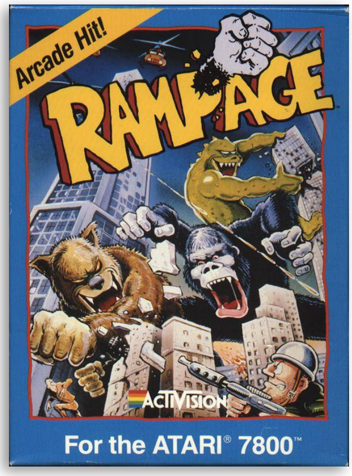
6.8


ATARI 7800 VIDEO GAME CARTRIDGE
POLE POSITION II

Rarity: 2 Alt. label: 1

N P

6.0


Arcade Hit!
RAMPAGE
ACTIVISION
For the ATARI® 7800™

Rarity: 5

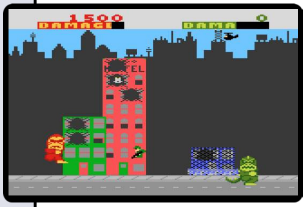
Rampage

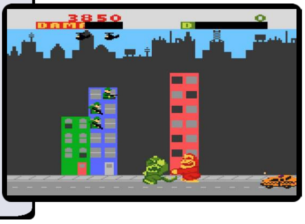
Developer	Activision
Publisher	Activision
Release date	1989
Genre	Action
Mode	1-2 Players

Rampage was first released as a 1986 arcade game by Bally Midway. Players take control of gigantic monsters trying to survive against onslaughts of military forces. Each round is completed when a particular city is completely reduced to rubble.

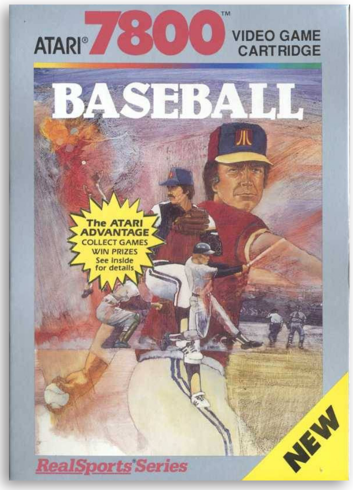
On November 18, 2011 it was announced that a theatrical film adaptation based on the game is in tentative development by New Line Cinema with John Rickard set to direct.

RAMPAGE
TM and ©
Bally Midway
©1989 Activision


1500
DAMAGE



5.0


ATARI® 7800™ VIDEO GAME CARTRIDGE
BASEBALL
The ATARI ADVANTAGE COLLECT GAMES WIN PRIZES See inside for details
RealSports Series
NEW

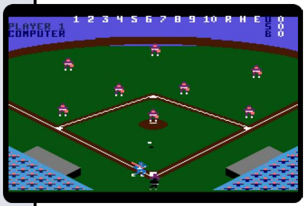
Rarity: 1

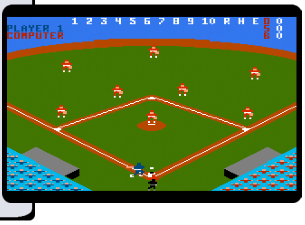
Realsports Baseball

Developer	Atari
Publisher	Atari
Release date	1988
Genre	Sports
Mode	1-2 Players

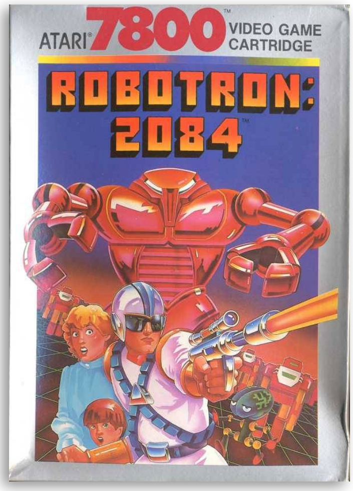
This was the only game from the Realsports line of 2600 and 5200 sports titles to make it to the 7800 library. The game allows players to bunt the ball or try for a homerun, steal bases, and throw several types of pitches from a fast ball to a curve ball. Several game variations are included which allow them to select whether the home or visiting team is at bat first, and whether or not a player can swing only at pitches that are a strike, or they can swing at any pitch.

REALSPORTS
BASEBALL
UP FIRST
ONE PLAYER
TWO PLAYERS
UP SECOND
COPYRIGHT ATARI CORPORATION 1988


PLAYER 1
COMPUTER
1 2 3 4 5 6 7 8 9 10 R H E


PLAYER 1
COMPUTER
1 2 3 4 5 6 7 8 9 10 R H E

7.6


ATARI® 7800™ VIDEO GAME CARTRIDGE
ROBOTRON: 2084™

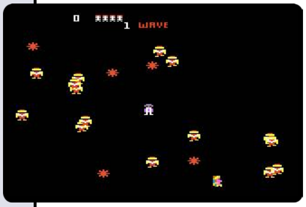
Rarity: 2

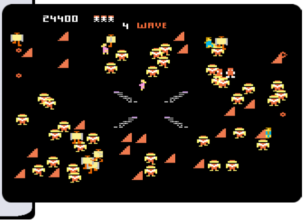
Robotron: 2084

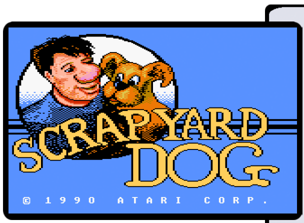
Developer	Atari
Publisher	Atari
Release date	1986
Genre	Shooter
Mode	1-2 Players

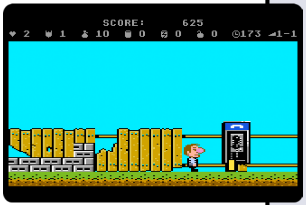
Robotron: 2084 was first released as a arcade game developed by Eugene Jarvis and Larry DeMar of Vid Kidz and released by Williams Electronics in 1982. It is a shoot ‘em up with two-dimensional graphics. The game is set in the year 2084 in a fictional world where robots have turned against humans in a cybernetic revolt. The aim is to defeat endless waves of robots, rescue surviving humans, and earn as many points as possible.

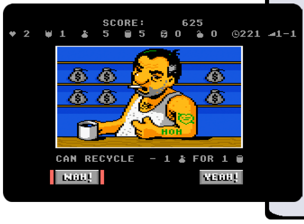
ROBOTRON:
2084
1 PLAYER
INTERMEDIATE
©1982 WILLIAMS
©1984 ATARI




24400
4 WAVE


SCRAPYARD DOG
© 1990 ATARI CORP.




SCORE: 625
CAN RECYCLE - 1 FOR 1

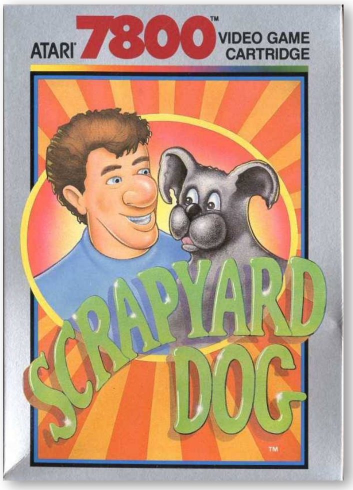
Scrapyard Dog

Developer	Atari
Publisher	Atari
Release date	1990
Genre	Platformer
Mode	1 Player

In Scrapyard Dog players take the role of Louie, the junkyard guy, who's companion Scraps has been dognapped by the dastardly Mr. Big. Louie has bombs and cans at his disposal to use against the enemies, which include gangsters, rats, and mice. He can also use shields to protect himself on route to the sixteen checkpoints in the game. Louie must reach each checkpoint in a certain amount of time in order to save Scraps.

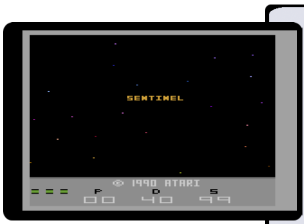
"mobygames.com"

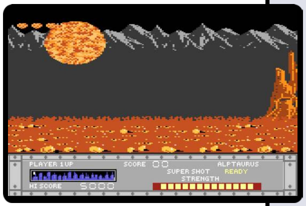
8.2

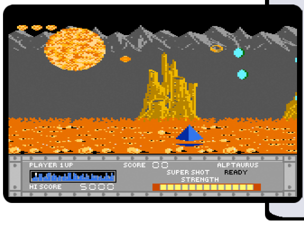

ATARI 7800 VIDEO GAME CARTRIDGE
SCRAPYARD DOG

Rarity: 3

N P


SENTINEL
© 1990 ATARI





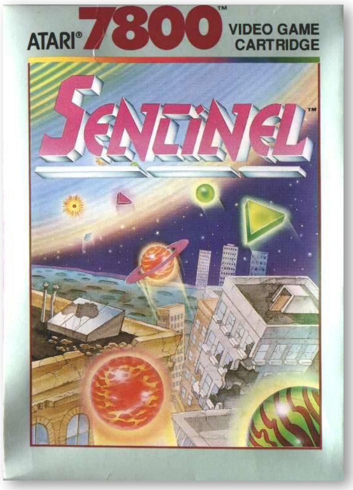
Sentinel

Developer	Atari
Publisher	Atari
Release date	1991
Genre	Light-gun
Mode	1-2 Players

Sentinel is a side scrolling action game. Several worlds have fallen victim of an alien attack, and players need to free them. To do this, a glowing orb called the Sentinel has been sent which can absorb the alien energy. As the Sentinel floats above the various, scrolling landscapes, they need to protect it from attacks by using the light gun to destroy enemies and enemy fire.

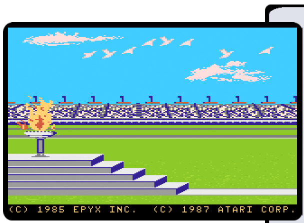
This was the only game for the 7800 that was originally released in PAL format only.

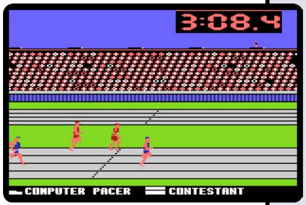
6.0

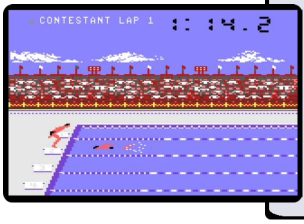

ATARI 7800 VIDEO GAME CARTRIDGE
SENTINEL

Rarity: 3

P


(C) 1985 EPYX INC. (C) 1987 ATARI CORP.


3:08.4
COMPUTER PACER
CONTESTANT

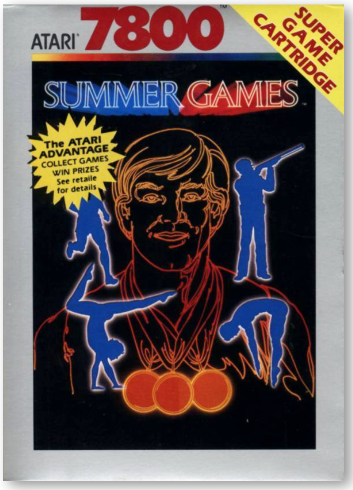

CONTESTANT LAP 1
1: 14.2

Summer Games

Developer	Atari
Publisher	Atari
Release date	1987
Genre	Sports
Mode	1-8 Players

Released in 1984 for the Commodore 64, it was also eventually ported to the Atari 7800. The game is presented as a virtual multi-sport competition called the "Epyx Games" with up to eight players each choosing a country to represent, and then taking turns competing in various events to try for a medal.

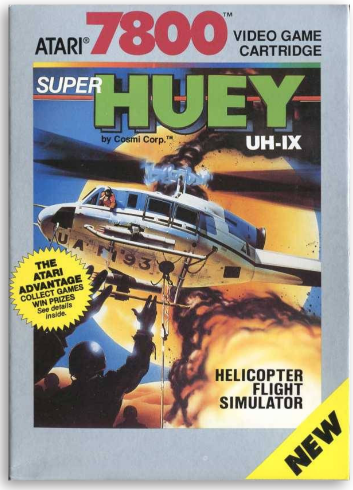
8.0


ATARI 7800
SUPER GAME CARTRIDGE
SUMMER GAMES
The ATARI ADVANTAGE COLLECT GAMES WIN PRIZES See retailer for details

Rarity: 3

N

8.0


ATARI 7800 VIDEO GAME CARTRIDGE
SUPER HUEY
by Cosmi Corp.
UH-IX
THE ATARI ADVANTAGE COLLECT GAMES WIN PRIZES See details inside.
HELICOPTER FLIGHT SIMULATOR
NEW

Rarity: 3

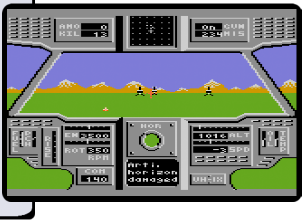
Ⓝ Ⓟ

Super Huey

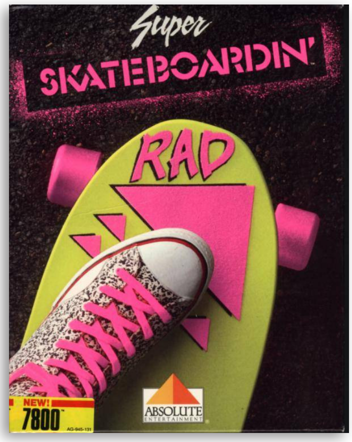
Developer Atari
Publisher Atari
Release date 1988
Genre Simulation, Shooter
Mode 1 Player

Super Huey UH-IX is a helicopter simulation game. Players take the role of a pilot of the experimental helicopter UH-1XA and need to test it out in several game modes. In the flight school mode, they can learn how to fly. In reality mode, they will need to fly a mission to locate and bomb an enemy base and return home safely. The last mode is arcade mode where they have an unlimited amount of ammo to try and shoot down as many enemy aircraft as possible.

SUPER HUEY
Copyright 1989 Atari Corp.
Copyright 1986 COSMI
Select- ARCADE MODE



5.0


Super SKATEBOARDIN’
RAD
NEW! 7800
ABSOLUTE ENTERTAINMENT

Rarity: 4

Ⓝ Ⓟ

Super Skateboardin’

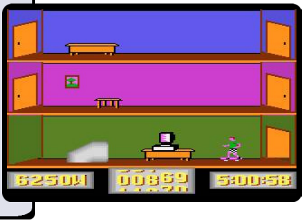
Developer Absolute Entertainment
Publisher Absolute Entertainment
Release date 1988
Genre Platformer
Mode 1 Player

Super Skateboardin’ is a game where a young skateboarder is hired by his dad’s company to do what he does best, Skateboard. The job is to navigate the many rooms of the factory and turn off all the electrical equipment in 15 minutes, or else the electricity bill will skyrocket. The wage is based on how fast players complete the task, and they need that money to enter the Skateboarding Championship.

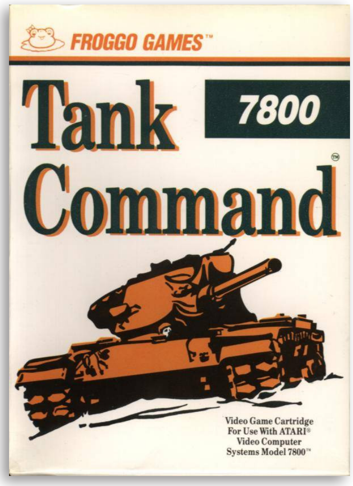
“mobygames.com”

Copyright ©1988 Absolute Entertainment, Inc.
Super Skateboardin’
6500
00000
5:00:00

5100
01754
5:02:05


6250
00859
5:00:58

7.5


FROGGO GAMES
Tank Command
7800
Video Game Cartridge For Use With ATARI Video Computer Systems Model 7800

Rarity: 7

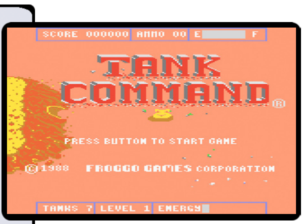
Ⓝ

Tank Command

Developer Froggo
Publisher Froggo
Release date 1988
Genre Shooter
Mode 1 Player

The 7800 is pretty much void of super-rare games like the 2600’s Tooth Protectors and Chase the Chuckwagon, but tracking down Tank Command in a box will come at a price.

In the game, players control a tank on a mission to capture the enemy flag as well as earn as many points as possible. To do this, they will need to blast their way through their defenses on three levels of increasing difficulty.


TANK COMMAND
PRESS BUTTON TO START GAME
©1988 FROGGO GAMES CORPORATION

ALEX DEMEO'S
TITLE MATCH™
PRO WRESTLING
ADAPTATION BY
MARK NICHOLS
©1989 ABSOLUTE
ENTERTAINMENT,
INC.

ONE ON ONE - ONE PLAYER
SKIN HEAD
MR. MEAN
BIG CHIEF
MAD DOG

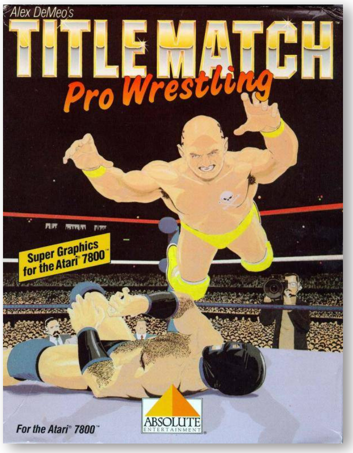
Title Match Pro Wrestling

Developer	Absolute Entertainment
Publisher	Absolute Entertainment
Release date	1989
Genre	Sports
Mode	1-2 Players

Title Match is a wrestling game which can be played by one or two players. There are four different wrestlers players can choose from, and two modes of gameplay (one on one, or tag team). Each wrestler can kick, punch, and perform several moves such as the airplane spin, body slam, power lift, and more. Using the available moves they need to deplete their opponents energy and pin him for three counts.

"mobygames.com"

4.0


Alex DeMeo's
TITLE MATCH
Pro Wrestling
Super Graphics for the Atari 7800
For the Atari 7800
ABSOLUTE ENTERTAINMENT

Rarity: 4

N P

Tomcat: The F-14 Fighter Simulator

DAN KITCHEN'S
TOMCAT™
THE F-14
FIGHTER SIMULATOR
7800 ADAPTATION BY TONY CHUNG LAU
COPYRIGHT 1989
ABSOLUTE ENTERTAINMENT, INC.

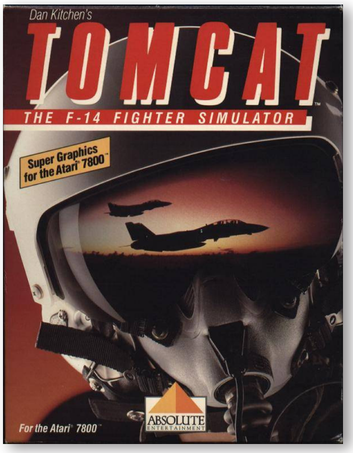
LAUNCH
ENG%
ALT.FT
WING
FUEL

Developer	Absolute Entertainment
Publisher	Absolute Entertainment
Release date	1989
Genre	Simulation, Shooter
Mode	1 Player

The gameplay like other simulation games consists of taking off, flying, combat and landing. Though most of the gameplay focuses around dogfighting with enemy bogeys (dodging missiles). In addition to that, there are also night-flying missions that add difficulty due to limited vision.

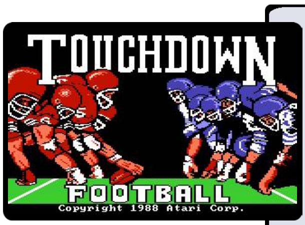
"mobygames.com"

5.5


Dan Kitchen's
TOMCAT
THE F-14 FIGHTER SIMULATOR
Super Graphics for the Atari 7800
For the Atari 7800
ABSOLUTE ENTERTAINMENT

Rarity: 4

N P


TOUCHDOWN
FOOTBALL
Copyright 1988 Atari Corp.

00 HOME
1 QTR 10:00
VISITOR 00
50
40

00 HOME
1 QTR 04:48 1-10
VISITOR 00
DEFENSE SELECT FORMATION
28
OFFENSE SELECT FORMATION
30

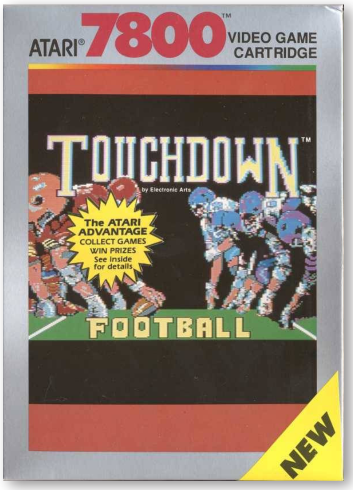
Touchdown Football

Developer	Atari
Publisher	Atari
Release date	1988
Genre	Sports
Mode	1-2 Players

This simple football game is the only one for the 7800 and it is based on the 1985 Electronic Arts title with the same name. Besides the NTSC version of Impossible Mission, this is the buggiest game in the 7800 library: it is impossible to hit a field goal at any range. Players create every play at the line of scrimmage by giving the receivers specific routes to run and by telling the line how to block.

"atariage.com"

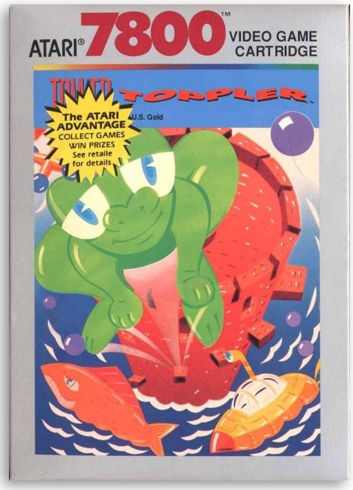
3.0


ATARI 7800™
VIDEO GAME CARTRIDGE
TOUCHDOWN™
by Electronic Arts
The ATARI ADVANTAGE
COLLECT GAMES
WIN PRIZES
See inside for details
FOOTBALL
NEW

Rarity: 2

N

7.4


ATARI 7800
VIDEO GAME CARTRIDGE
TOWER TOPPLER
The ATARI ADVANTAGE COLLECT GAMES WIN PRIZES See retailer for details
U.S. Gold

Rarity: 1

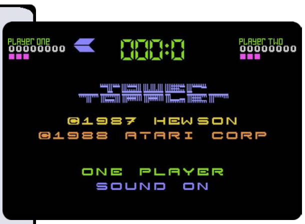
Ⓝ Ⓟ

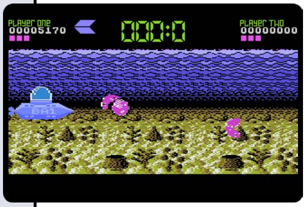
Tower Toppler

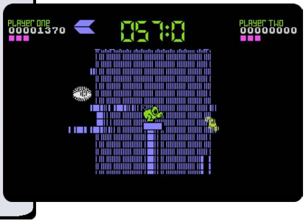
Developer	Atari
Publisher	Atari
Release date	1988
Genre	Platformer
Mode	1-2 Players

Nebulus is a video game created by John M. Phillips and published by Hewson Consultants in the late 1980s for various home computer systems.

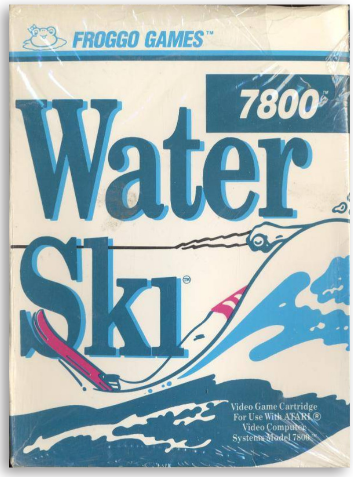
The game is a platform game with some distinctive unique features. The player character, a small green creature, is on a mission to destroy eight towers that have been built in the sea, by planting bombs at the towers' peaks. Pogo's progress is hindered by enemies, which he has to avoid in order to reach the top.


PLAYER ONE 00000000
000:0
PLAYER TWO 00000000
TOWER TOPPLER
©1987 HEWSON
©1988 ATARI CORP
ONE PLAYER
SOUND ON


PLAYER ONE 00005170
000:0
PLAYER TWO 00000000


PLAYER ONE 00001370
057:0
PLAYER TWO 00000000

6.0


FROGGO GAMES
7800
Water Ski
Video Game Cartridge For Use With ATARI® Video Computer Systems Model 7800

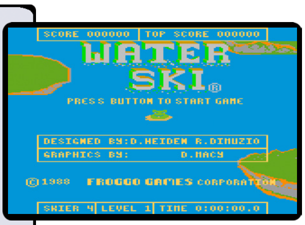
Rarity: 4

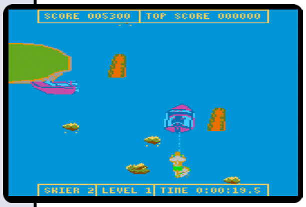
Ⓝ Ⓟ

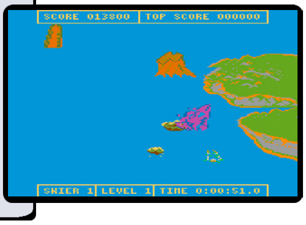
Water Ski

Developer	Froggo
Publisher	Froggo
Release date	1988
Genre	Sports
Mode	1 Player

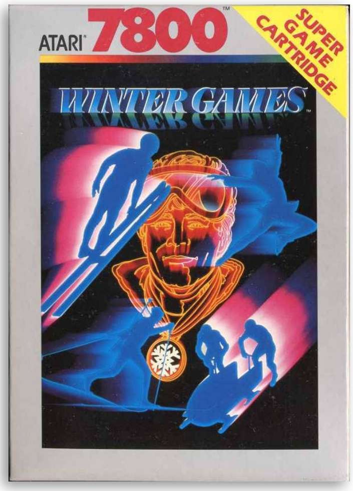
Water Ski was one of two games released by Froggo, a controller manufacturer, for the Atari 7800. In the game players are water skiing on the Pharonna River. They control both the boat and skier in this vertically scrolling action game. The goal is to reach the finish line before time runs out and to earn as many points as possible. The river is quite dangerous, and features many twists and turns along with rocks, logs and other obstacles.


SCORE 000000
TOP SCORE 000000
WATER SKI®
PRESS BUTTON TO START GAME
DESIGNED BY:D.HEIDEN R.DINUZIO
GRAPHICS BY: D.MACY
©1988 FROGGO GAMES CORPORATION
SKIER 4
LEVEL 1
TIME 0:00:00.0


SCORE 005300
TOP SCORE 000000
SKIER 2
LEVEL 1
TIME 0:00:19.5


SCORE 013800
TOP SCORE 000000
SKIER 1
LEVEL 1
TIME 0:00:51.0

6.6


ATARI 7800
SUPER GAME CARTRIDGE
WINTER GAMES

Rarity: 3

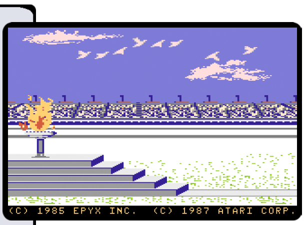
Ⓝ

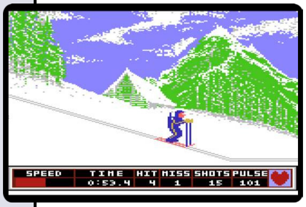
Winter Games

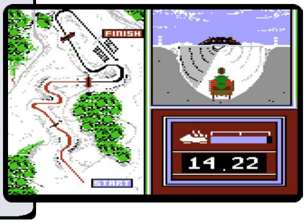
Developer	Atari
Publisher	Atari
Release date	1987
Genre	Sports
Mode	1-8 Players

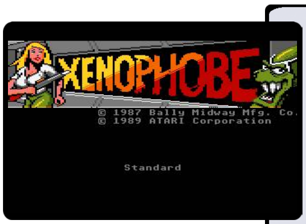
A snow-and-ice themed follow-up to the highly successful Summer Games, Winter Games was released in 1985 for the Commodore 64 and later ported to several popular home computers and video game consoles of the 1980s.

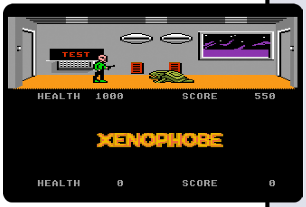
The game was presented as a virtual multi-sport carnival called the "Epyx Winter Games" with up to 8 players each choosing a country to represent.

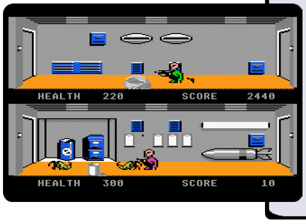

(C) 1985 EPYX INC.
(C) 1987 ATARI CORP.


SPEED
TIME 0:53.4
HIT 4
MISS 1
SHOTS 15
PULSE 101


FINISH
START
14.22


XENOPHOBE
© 1987 Bally Midway Mfg. Co.
© 1989 ATARI Corporation
Standard


TEST
HEALTH 1000 SCORE 550
XENOPHOBE
HEALTH 0 SCORE 0


HEALTH 220 SCORE 2440
HEALTH 300 SCORE 10

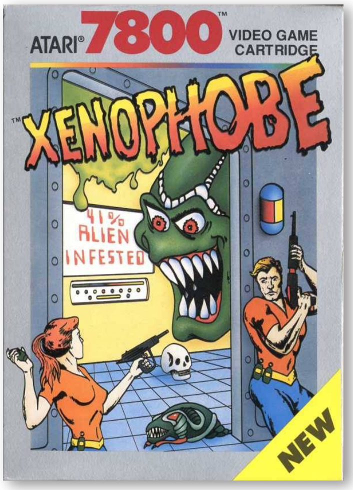
Xenophobe

Developer	Atari
Publisher	Atari
Release date	1989
Genre	Platformer
Mode	1-2 Players

Xenophobe was first released as a 1987 arcade game by Bally Midway. Starbases, moons, ships, and space cities are infested with aliens, and the players have to kill the aliens before each is completely overrun.

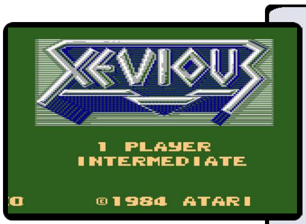
The goal of each level is to defeat all the aliens before time runs out. Some rooms routinely display the percentage of alien infection and time remaining until self-destruct when the level ends (but a nearby button can temporarily deactivate the count-down).

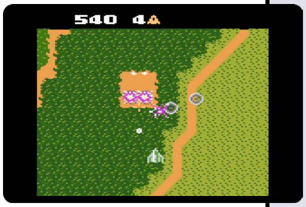
6.6

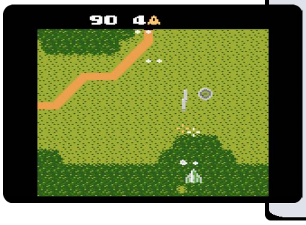

ATARI 7800 VIDEO GAME CARTRIDGE
XENOPHOBE
41% ALIEN INFESTED
NEW

Rarity: 4

N P


XEVIOUS
1 PLAYER
INTERMEDIATE
0 ©1984 ATARI



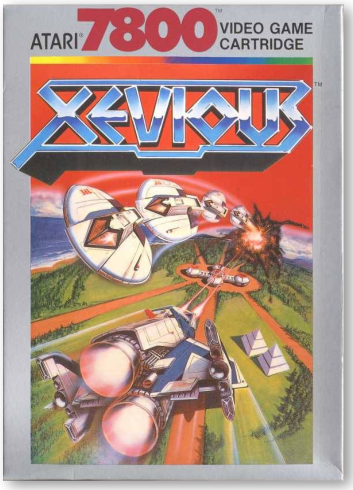


Xevious

Developer	Atari
Publisher	Atari
Release date	1988
Genre	Shooter
Mode	1-2 Players

Xevious is a vertical scrolling shooter arcade game that was originally released by Namco in 1982. The player must pilot a combat aircraft called a Solvalou, which is armed with a forward-firing Zapper for aerial targets and a Blaster which fires an unlimited supply of air-to-surface bombs for ground targets. The game, presumably set in Peru, was notable for the varied terrain below, which included forests, enemy bases, and mysterious Nazca Lines-like drawings on the ground.

6.8


ATARI 7800 VIDEO GAME CARTRIDGE
XEVIOUS

Rarity: 1

N P

KARATEKA
ATARI
7800
POWER
PAUSE
SELECT
RESET
ATARI

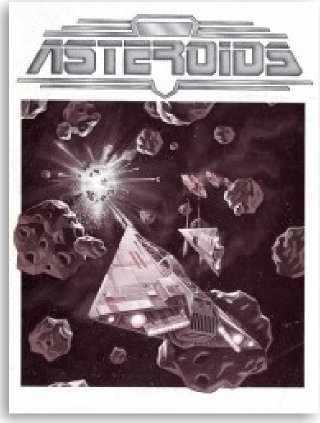
Unreleased

As with most game consoles, there were many more games in development for the 7800 than were actually released. However, very few prototypes have been located, due to Tramiel Atari's reluctance to make them in the first place. Atari 7800 prototypes tend to be highly coveted by collectors, often fetching hundreds of dollars when sold. Some collectors are unwilling to share the rare items publicly as doing so is assumed to decrease the value of their prototype.

Nonetheless, some unreleased Atari 7800 games, as well as early versions of released games have been released to the public. A few have been manufactured and sold.

Some 7800 games remain lost, despite indications that development occurred. The most notable of these are Skyfox (shown on the back of the original system box) and Electrocop (artwork has since been uncovered).

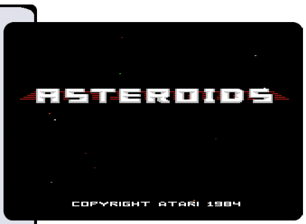
The cover pictures used here (excluding the two games that feature EPROMS) are reproduction covers, not officialy released for the game.

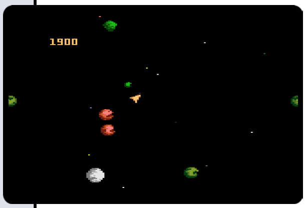


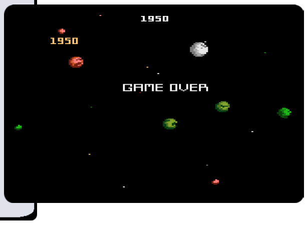
3D Asteroids

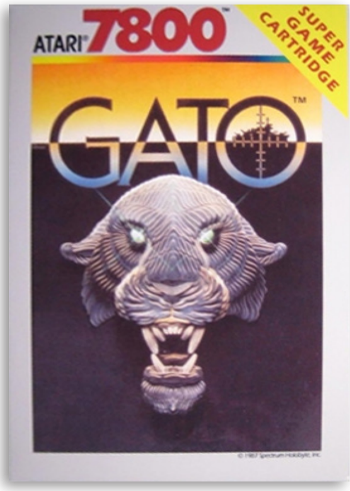
Developer	Atari
Publisher	Atari
Release date	n/a
Genre	Shooter
Mode	n/a

This is an unencrypted pre-release version of the game that became Asteroids for the 7800.


ASTEROIDS
COPYRIGHT ATARI 1984




1950
1950
GAME OVER

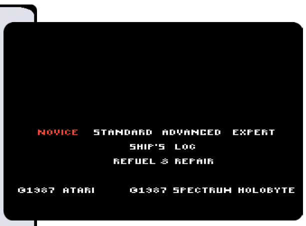

ATARI 7800
SUPER GAME CARTRIDGE
GATO

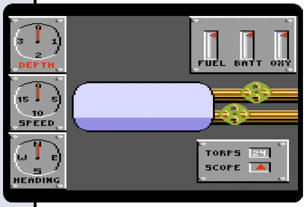
GATO

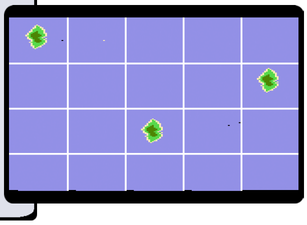
Developer	Atari
Publisher	Atari
Release date	n/a
Genre	Simulation
Mode	1 Player

GATO is a submarine simulator originally released for several personal computers, such as the Apple II, Atari 8-bit, and Commodore 64. Atari had plans to port GATO to the Atari 7800 and even put together a simple demo, but it doesn't appear the game ever got beyond that stage. The demo consists of four screenshots that players can cycle through by pressing the fire button.

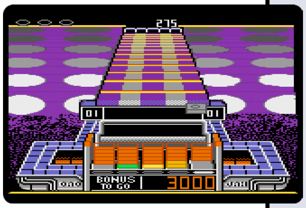
"atariage.com"

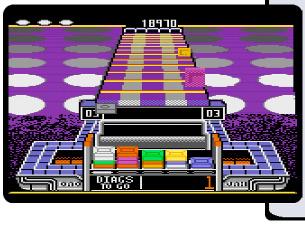

NOVICE STANDARD ADVANCED EXPERT
SHIP'S LOG
REFUEL & REPAIR
©1987 ATARI
©1987 SPECTRUM HOLOBYTE


DEPTH
SPEED
HEADING
FUEL
BATT
OXY
TORPS 24
SCOPE



KLAX
© 1989 ATARI GAMES
© 1992 ATARI CORP.
NORMAL


275
01
01
BONUS TO GO
3000

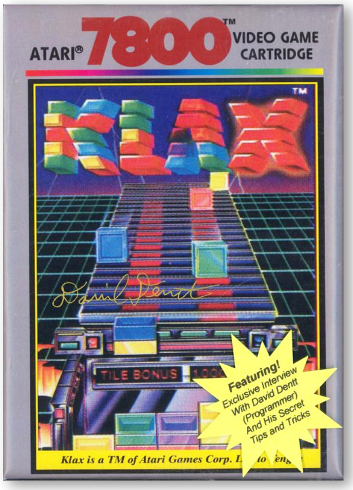

18970
03
03
DIAGS TO GO

KLAX

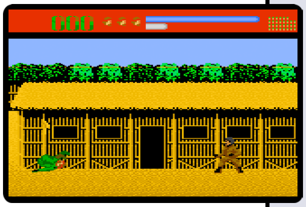
Developer	Ibid Inc.
Publisher	Atari
Release date	n/a
Genre	Puzzle
Mode	n/a

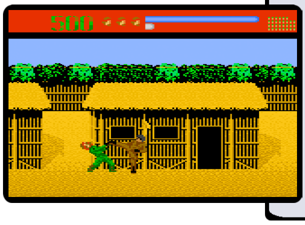
Klax only exists as a prototype unfortunately, and only about 10 copies are known to exist.

Klax was first released as a 1989 computer puzzle game designed by Dave Akers and Mark Stephen Pierce. The object is to line up colored blocks into rows of similar colors to make them disappear, to which the object of Columns is similar.


ATARI® 7800™ VIDEO GAME CARTRIDGE
KLAX™
TILE BONUS
Featuring! Exclusive Interview With David Dentt (Programmer) And His Secret Tips and Tricks
Klax is a TM of Atari Games Corp.

MISSING IN ACTION
©1989 TNT GAMES
STANDARD



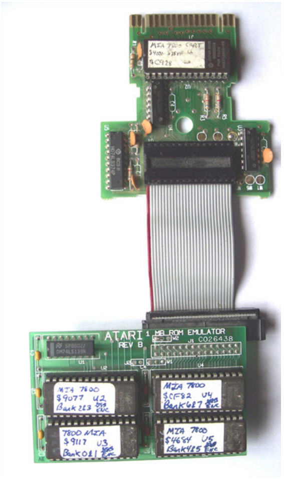


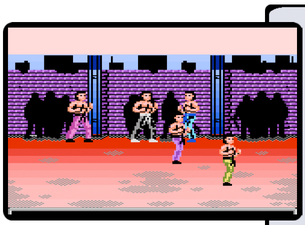
Missing in Action

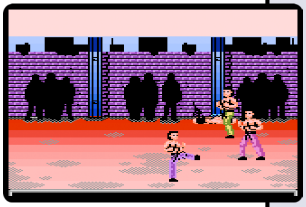
Developer	Sculptured Software
Publisher	TNT Games
Release date	n/a
Genre	Beat em` up
Mode	1 Player

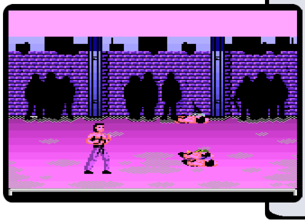
Having been shown several years ago at classic gaming events, the Atari 7800 prototype Missing in Action has finally seen the light of day. AtariAge user Mitch recently acquired the only known prototype of this game to exist and has shared the binary with the community so everyone may enjoy it. Missing in Action is a side-scrolling beat ‘em up, taking place in Vietnam during the height of the Vietnam War.

“atariage.com”







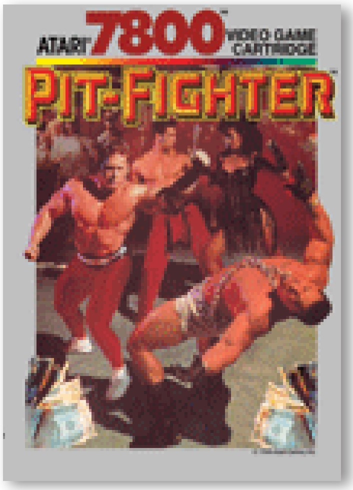


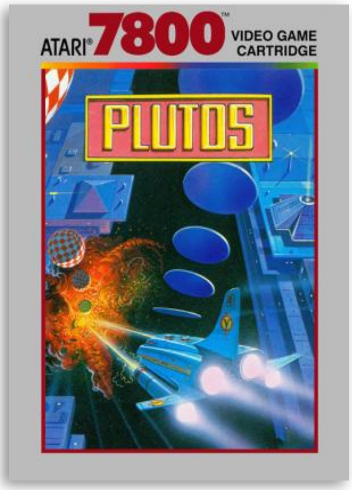
Pit Fighter

Developer	Atari
Publisher	Atari
Release date	n/a
Genre	Fighting
Mode	n/a

This prototype is a very early version of the game. There are issues with collision detection, and the graphics are quite simple. Although this is understood to be a port of Pitfighter, it could really be any number of fighting games based on the generic graphics.

“atariage.com”


ATARI 7800 VIDEO GAME CARTRIDGE
PIT-FIGHTER

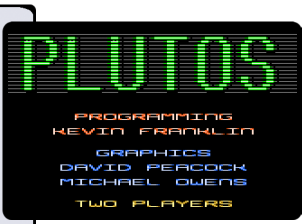

ATARI 7800 VIDEO GAME CARTRIDGE
PLUTOS

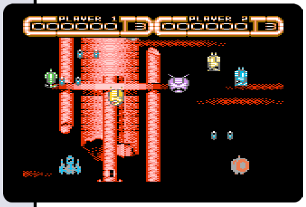
Plutos

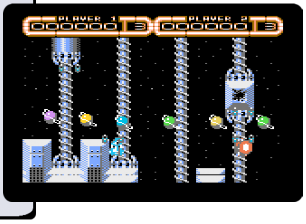
Developer	Tynesoft
Publisher	Tynesoft
Release date	n/a
Genre	Shooter
Mode	1-2 Players

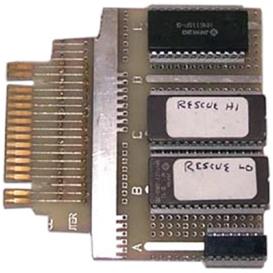
Plutos is a long lost unreleased prototype developed by Tynesoft for the Atari 7800, and appears to be a loose port of the ST/Amiga game of the same name. The existence of Plutos has been known for some time, as a physical prototype has been in hands of a collector for years, but this prototype was known to be unstable and crash frequently.

"atariage.com"


PLUTOS
PROGRAMMING
KEVIN FRANKLIN
GRAPHICS
DAVID PEACOCK
MICHAEL OWENS
TWO PLAYERS


PLAYER 1
PLAYER 2


PLAYER 1
PLAYER 2

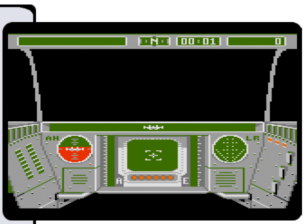

RESCUE HI
RESCUE LO

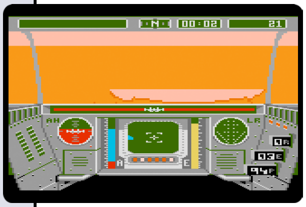
Rescue on Fractalus

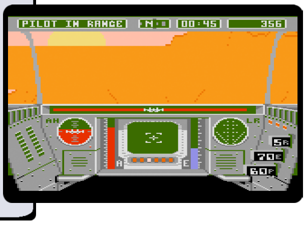
Developer	Atari
Publisher	Atari
Release date	n/a
Genre	Simulation
Mode	1 Player

In 2004 Curt Vendel of AtariMuseum.com uncovered several Atari 7800 prototypes, including the unreleased game Rescue on Fractalus. While the game is not complete, it is fairly far along, runs pretty smoothly, and can be played with the excellent MESS emulator. There is a glitch in the emulation with the rendering of the view outside the cockpit, but is expected to be fixed in an upcoming release of MESS.

"atariage.com"





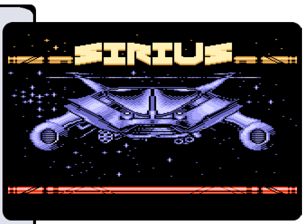

PILOT IN RANGE

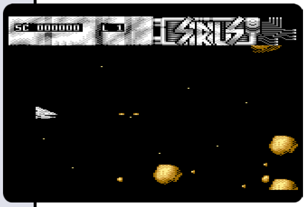
ATARI 7800 VIDEO GAME CARTRIDGE
SIRIUS
ATARI 7800™ ProSystem

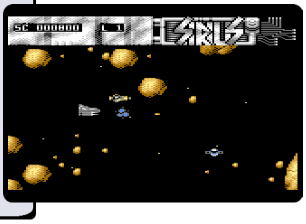
Sirius

Developer	Tynesoft
Publisher	Tynesoft
Release date	n/a
Genre	Shooter
Mode	1 Player

Sirius is a long lost unreleased prototype developed by Tynesoft for the Atari 7800, possibly a port of the 1990 Amiga game Sirius 7. Sirius' existence has been known for some time, as a physical prototype has been in hands of a collector for years, but this prototype was known to be unstable and crash frequently. The source code for Sirius was discovered in 2008 and several 7800 enthusiasts were able to get it compiled and running properly on stock 7800 hardware.





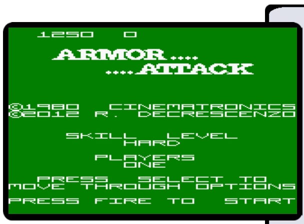


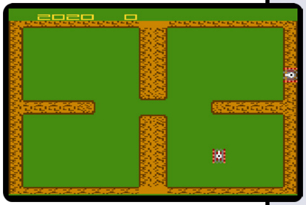
Homebrew/Reproduction

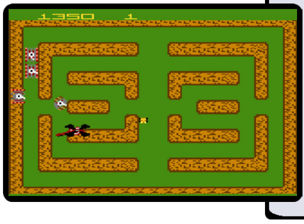
Following the debate over Custer's Revenge, an Atari 2600 VCS title with adult themes, Atari had concerns over similar adult titles finding their way onto the 7800 and displaying adult graphics on the significantly improved graphics of the MARIA chip. To combat this, they included a digital signature protection method which prevented unauthorized 7800 games from being played on the system.

The digital signature long prevented homebrew games from being developed until the original encryption generating software was discovered. When the original digital signature generating software was turned over to the Atari community, development of new Atari 7800 titles began. In addition, the Atari community has slowly uncovered the original 7800 development tools and released them into the public domain. New tools, documentation, source code and utilities for development have since been created which has sponsored additional homebrew development. Several new commercial Atari 7800 titles such as Beef Drop, B*nQ, Pac Man Collection, Combat 1990, Santa Simon, and Space War have been created and released.

Included here are some of the more known homebrews released. If you are interested in owning or seeing other homebrew games, atariage.com has a store front were they sell official releases of homebrews.


1250 0
ARMOR.... ....ATTACK
©1980 CINEMATRONICS
©2012 R. DECRESCENZO
SKILL LEVEL
HARD
PLAYERS
ONE
PRESS SELECT TO
MOVE THROUGH OPTIONS
PRESS FIRE TO START



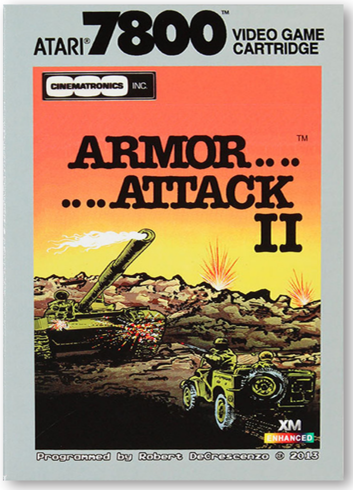


Armor Attack II

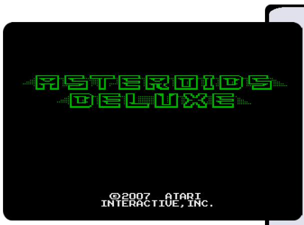
Developer	Robert DeCrescenzo
Publisher	AtariAge
Release date	2013
Genre	Action
Mode	1-2 Players

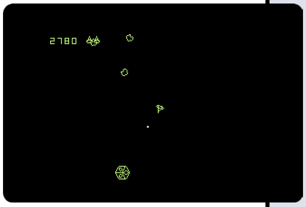
Armor Attack II is a continuation of the addicting arcade game made by Cinematronics in 1980. Like the original, this is a one or two player battle-action game where the jeeps (equipped with rocket launchers) defend war torn landscapes with 16 different terrains that are randomly chosen at the beginning of each level.

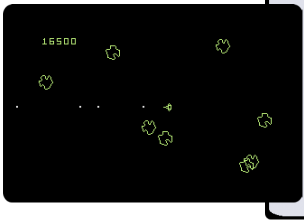
Armor Attack II includes the game cartridge and four-page color manual. The game can be bought at atariage.com.


ATARI® 7800™ VIDEO GAME CARTRIDGE
CINEMATRONICS INC.
ARMOR.... ....ATTACK II ™
XM ENHANCED
Programmed by Robert DeCrescenzo © 2013

N


ASTEROIDS DELUXE
©2007 ATARI INTERACTIVE, INC.





Asteroids Deluxe

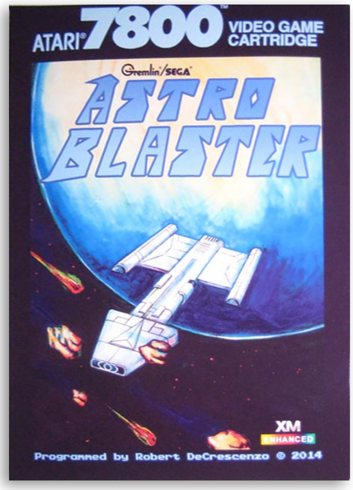
Developer	Robert DeCrescenzo
Publisher	AtariAge
Release date	2007
Genre	Shooter
Mode	1-2 Players

Asteroids Deluxe brings new graphics and gameplay elements into play, such as the Killer Satellite that when shot breaks into smaller pieces that take direct aim for the ship. There are also two new game variations: Competition Asteroids where players compete against another player for points (and the shots destroy the other player.), and Team Asteroids where two players share reserve ships and don't need to worry about friendly fire.

ATARI 7800™ VIDEO GAME CARTRIDGE
ASTEROIDS DELUXE

N P

X.X


ATARI 7800 VIDEO GAME CARTRIDGE
Gremlin/SEGA
ASTRO BLASTER
XM ENHANCED
Programmed by Robert DeCrescenzo © 2014

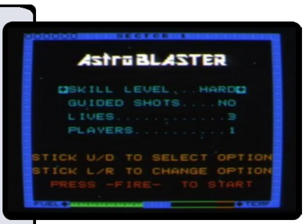
N

Astro Blaster

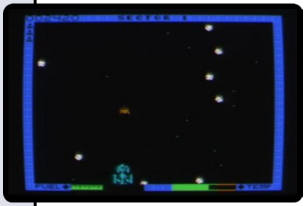
Developer	Robert DeCrescenzo
Publisher	AtariAge
Release date	2014
Genre	Shooter
Mode	1-2 Players

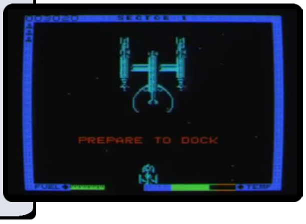
Astro Blaster is an Atari 7800 port of the arcade game of the same name. In the game, one or two players must advance through squadrons of alien ships in an attempt to dock with the mother ship. Players move their ship left or right and shoot at attacking squadrons. A special warp button allows the player to slow down the alien space ships and their laser fire, while maintaining his/her own ship and laser fire at normal speed.

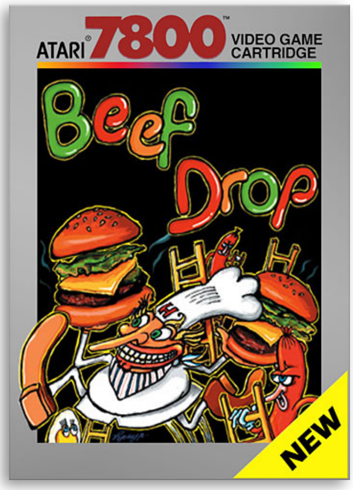
"atariage.com"


SECTOR 1
AstroBLASTER

SKILL LEVEL....HARD
GUIDED SHOTS....NO
LIVES..............3
PLAYERS...........1
STICK U/D TO SELECT OPTION
STICK L/R TO CHANGE OPTION
PRESS -FIRE- TO START




SECTOR 1
PREPARE TO DOCK

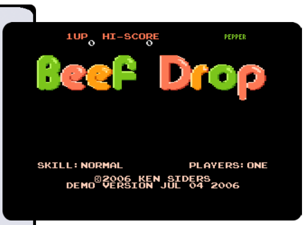

ATARI 7800 VIDEO GAME CARTRIDGE
Beef Drop
NEW

N

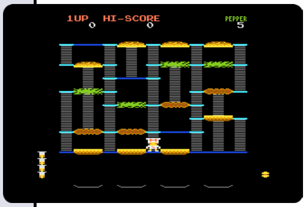
Beef Drop

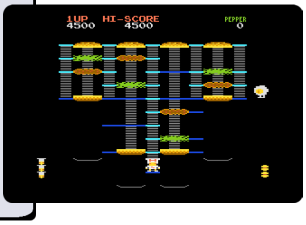
Developer	Ken Siders
Publisher	AtariAge
Release date	2006
Genre	Platformer
Mode	1-2 Players

Beef Drop is an attempt to bring a better version of the coin-op game BurgerTime to the Atari 8-bit computer and any version to the Atari 5200 and Atari 7800. The game play is the same as the coin-op game. The player, as the chef, must make burgers by walking on the parts so they drop down to plates below. He is pursued by Mr. Yolk (a fried egg), Mr. Dill (a pickle slice) and Frank (a hot dog). If he are cornered, he can throw pepper on the food to stop it for a short time.


1UP 0
HI-SCORE 0
PEPPER
Beef Drop

SKILL: NORMAL
PLAYERS: ONE
©2006 KEN SIDERS
DEMO VERSION JUL 04 2006


1UP 0
HI-SCORE 0
PEPPER 5


1UP 4500
HI-SCORE 4500
PEPPER 0

ATARI 7800 VIDEO GAME MANUAL
Beef Drop

N

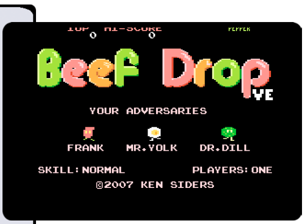
Beef Drop VE

Developer	Ken Siders
Publisher	AtariAge
Release date	2007
Genre	Platformer
Mode	1-2 Players

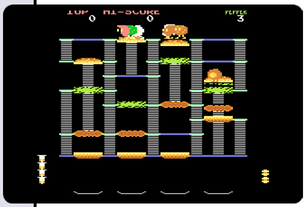
Beef Drop VE is a 7800 exclusive, and features better graphics than the 5200/8-bit version, making the 7800 version the definitive release of Beef Drop VE.

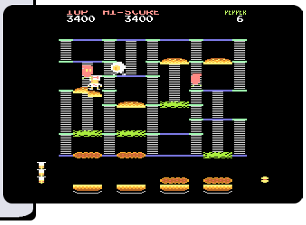
The VE version of Beef Drop does not contain the POKEY audio chip that the earlier, numbered release of Beef Drop contains. This means the audio uses the internal 7800 TIA audio circuitry, just as nearly the entire 7800 library does.

"atariage.com"

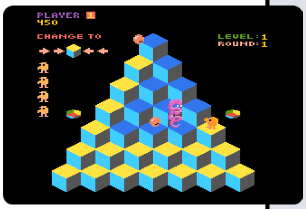

1UP 0
HI-SCORE 0
PEPPER
Beef Drop VE

YOUR ADVERSARIES
FRANK MR.YOLK DR.DILL
SKILL: NORMAL
PLAYERS: ONE
©2007 KEN SIDERS


1UP 0
HI-SCORE 0
PEPPER 3


1UP 3400
HI-SCORE 3400
PEPPER 6

PLAYER 1
0
b*nQ
EASY NORMAL ADEPT EXPERT
COPYRIGHT 2007 KEN SIDERS

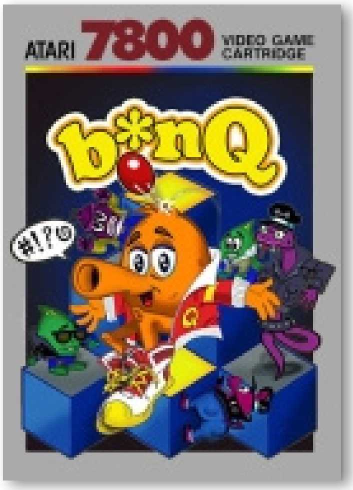

PLAYER 1
450
CHANGE TO
LEVEL: 1
ROUND: 1

b*nQ

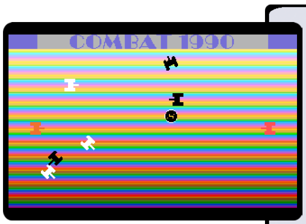
Developer Ken Siders
Publisher AtariAge
Release date 2007
Genre Puzzle
Mode 1-2 Players

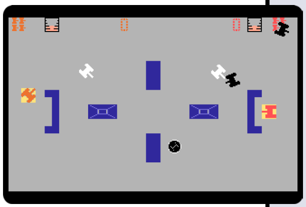
Ken Siders has created a faithful reproduction of the popular arcade game, Q*bert, for the Atari 7800 ProSystem. This is Ken Siders' second Atari 7800 homebrew written from the ground up.

The object of the game is to score as many points as possible by jumping on cubes, jumping on green objects, and luring the Snake to his death. When all of the cubes have been changed to the "change to" color, the


ATARI 7800 VIDEO GAME CARTRIDGE
b*nQ

N


COMBAT 1990

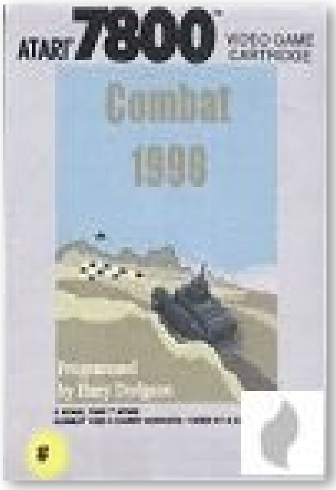


Combat 1990

Developer Harry Dodgson
Publisher Video 61
Release date 2005
Genre Action
Mode 1-2 Players

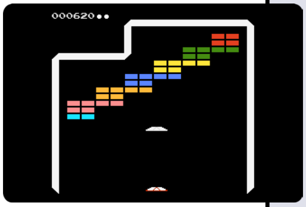
Combat 1990 plays homage to the classic Combat that was packed with millions of 2600 systems. Unlike the original Combat, this version offers both single and two player games (although the two player game is cooperative, as opposed to head-to-head). Each player starts with five tanks, and the goal is to destroy as many enemy tanks and saucers as possible.

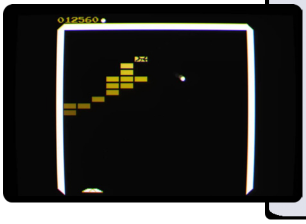
"atariage.com"


ATARI 7800 VIDEO GAME CARTRIDGE
Combat
1990
Programmed by Harry Dodgson

N

000000
CRAZY BRIX
©2011 BOB DECRESCENZO
SKILL LEVEL
HARD
PLAYERS
ONE
PRESS SELECT TO
MOVE THROUGH OPTIONS
PRESS FIRE TO START





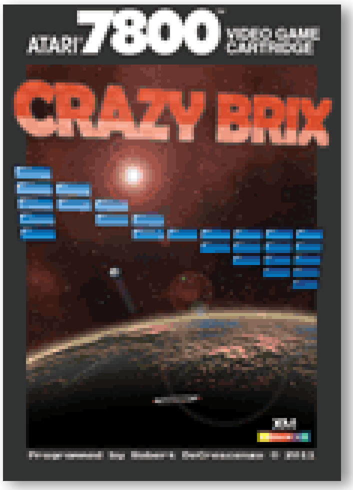
Crazy Brix

Developer Robert DeCrescenzo
Publisher AtariAge
Release date 2011
Genre Breakout
Mode 1-2 Players

Crazy Brix is a breakout clone with 32 levels. Players start the game with three Deflectors and lose one each time they allow both balls to escape off the bottom of the screen. They must keep both in play for as long as possible to rack up the big points.

The game also feature three skill levels and supports Joystick and Paddle Controllers.

"atariage.com"


ATARI 7800 VIDEO GAME CARTRIDGE
CRAZY BRIX
Programmed by Robert DeCrescenzo © 2011

N P

CRAZY OTTO
GRAPHICS MODIFICATIONS BY ROBERT DECRESCENZO © 2010
ATARI
XM
ENHANCED VIDEO GAME CARTRIDGE

N P

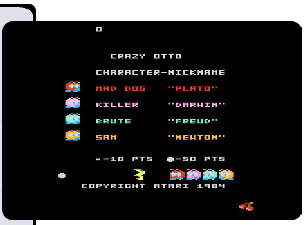
Crazy Otto

Developer	Robert DeCrescenzo
Publisher	AtariAge
Release date	2013
Genre	Maze
Mode	1-2 Players

Crazy Otto was first developed as an enhancement kit for Pac-man cabinets by General Computer Corporation (GCC).

Atari 7800 programmer Robert DeCrescenzo has taken Atari's version of Ms. Pac-Man for the 7800 and updated the graphics to match the Crazy Otto arcade game. As this is a graphics hack, gameplay is unchanged from Ms. Pac-Man.

"atariage.com"

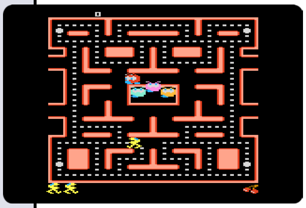

0

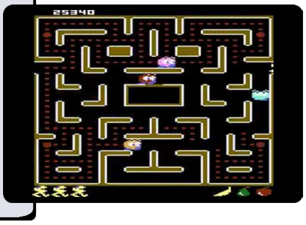
CRAZY OTTO

CHARACTER—NICKNAME
MAD DOG "PLATO"
KILLER "DARWIN"
BRUTE "FREUD"
SAM "NEWTON"

•—10 PTS ●—50 PTS

COPYRIGHT ATARI 1984





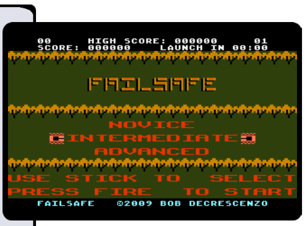
ATARI 7800 VIDEO GAME CARTRIDGE
FAILSAFE
NEW

N P

FailSafe

Developer	Robert DeCrescenzo
Publisher	AtariAge
Release date	2010
Genre	Strategy
Mode	1 Player

In FailSafe players must make their way through five different terrains in search of the Depot where they will pick up Fail-Safe clues. One letter in the code, in its correct position, appears in the center of the fuel gauge. The sixth terrain is the most dangerous of all - the missile silo is heavily guarded by all enemies, including a mine field. If they make their way past that, they will have to enter the four-digit hexadecimal code to stop the launch and save the world.

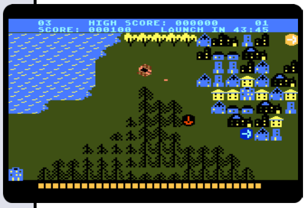

00 HIGH SCORE: 000000 01
SCORE: 000000 LAUNCH IN 00:00

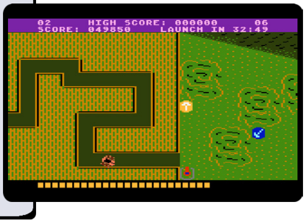
FAILSAFE

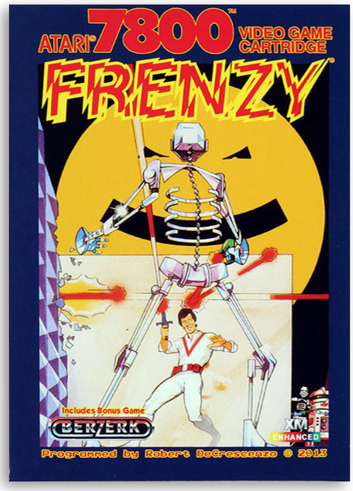
NOVICE
INTERMEDIATE
ADVANCED

USE STICK TO SELECT
PRESS FIRE TO START

FAILSAFE ©2009 BOB DECRESCENZO


03 HIGH SCORE: 000000 01
SCORE: 000100 LAUNCH IN 43:45


02 HIGH SCORE: 000000 06
SCORE: 049850 LAUNCH IN 32:49


ATARI 7800 VIDEO GAME CARTRIDGE
FRENZY
Includes Bonus Game
BERZERK
XM ENHANCED
Programmed by Robert DeCrescenzo © 2013

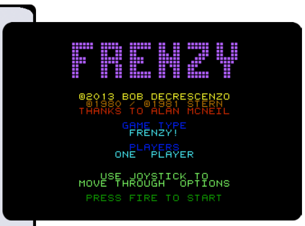
N

Frenzy

Developer	Robert DeCrescenzo
Publisher	AtariAge
Release date	2013
Genre	Action
Mode	1-2 Players

Atari 7800 veteran Decrescenzo brings arcade classics Frenzy home to the 7800, complete with all the details one would find in the arcade games. The game is reproduced with careful attention to detail to match their arcade counterparts as closely as possible. The original speech from the arcade that helped make the games memorable is also included.

The game is packaged with a an eight-page, full-color manual and game cartridge.


FRENZY

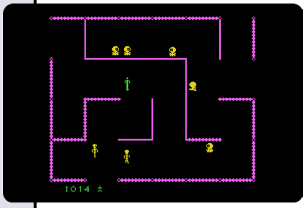
©2013 BOB DECRESCENZO
©1980 / ©1981 STERN
THANKS TO ALAN MCNEIL

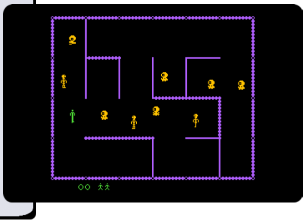
GAME TYPE
FRENZY!

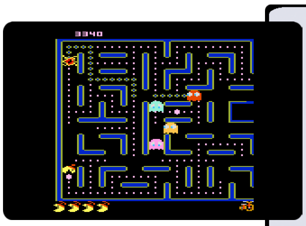
PLAYERS
ONE PLAYER

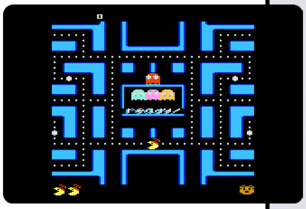
USE JOYSTICK TO
MOVE THROUGH OPTIONS

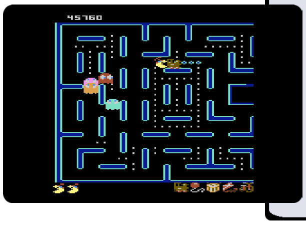
PRESS FIRE TO START









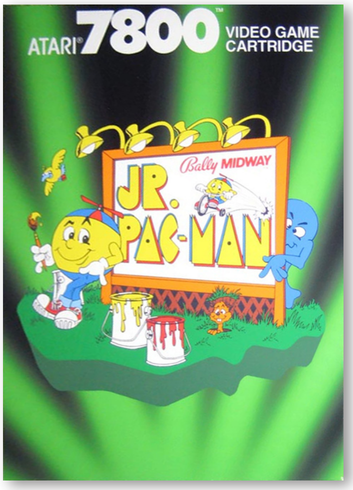


Jr. Pac-Man

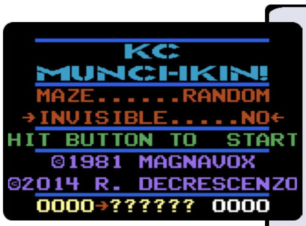
Developer	Bob DeCrescenzo
Publisher	AtariAge
Release date	2009
Genre	Maze
Mode	1-2 Players

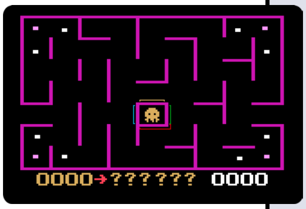
Jr. Pac-Man was an arcade game, released by Bally Midway in 1983. It is based on Pac-Man and its derivatives, but is not officially part of the Pac-Man series, this game was created without the authorization of Namco.

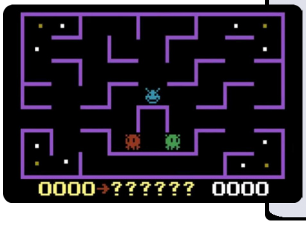
Bob DeCrescenzo's 7800 rendition of the game brings new features such as a large, side-scrolling maze and bonus items that move about the maze and destroy power pills they come into contact with.


ATARI 7800 VIDEO GAME CARTRIDGE
Bally MIDWAY
JR. PAC-MAN

N P


KC
MUNCHKIN!
MAZE......RANDOM
→INVISIBLE.....NO←
HIT BUTTON TO START
©1981 MAGNAVOX
©2014 R. DECRESCENZO
0000→?????? 0000



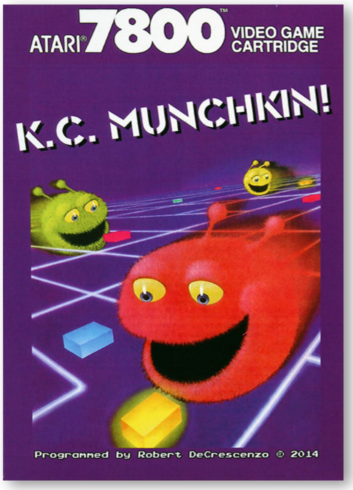


K.C. Munchkin

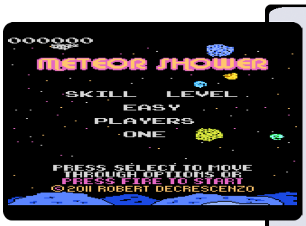
Developer	Robert DeCrescenzo
Publisher	AtariAge
Release date	2014
Genre	Maze
Mode	1-2 Players

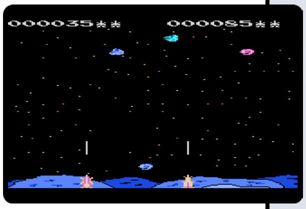
K.C. Munchkin is an Atari 7800 port of one of the better known games on the Odyssey 2 console. K.C. Munchkin is a maze game similar to Pac-Man, in which players must navigate their Munchkin through a maze to eat all twelve Munchies, all while evading the Munchers. If they eat the special Munchie (which flashes different colors), the Munchers turn purple, allowing them to eat them.

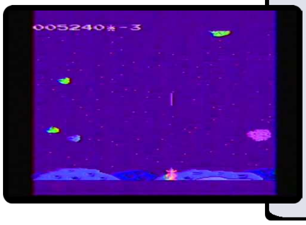
"atariage.com"


ATARI 7800 VIDEO GAME CARTRIDGE
K.C. MUNCHKIN!
Programmed by Robert DeCrescenzo © 2014

N


000000
METEOR SHOWER
SKILL LEVEL
EASY
PLAYERS
ONE
PRESS SELECT TO MOVE
THROUGH OPTIONS OR
PRESS FIRE TO START
©2011 ROBERT DECRESCENZO


000035 000085

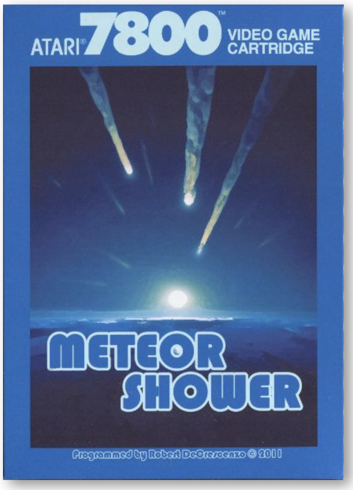


Meteor Shower

Developer	Robert DeCrescenzo
Publisher	AtariAge
Release date	2011
Genre	Action
Mode	1-2 Players

Meteors are falling to Earth. Players must defend Earth's surface by blasting away at the falling rocks. But alien forces have learned what was happening and are taking advantage of their vulnerability to attack them.

The game includes cartridge and full-color, four-page manual, and is available in NTSC and PAL television formats.


ATARI 7800 VIDEO GAME CARTRIDGE
METEOR SHOWER
Programmed by Robert DeCrescenzo © 2011

N P

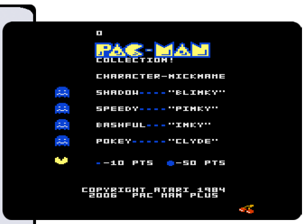
PAC-MAN COLLECTION! CX78PMC
ATARI 7800 VIDEO GAME CARTRIDGE
PAC-MAN COLLECTION!
PAC-MAN COLLECTION! CX78PMC

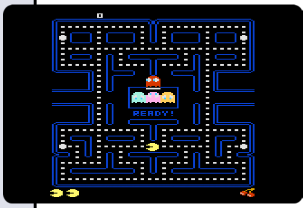
N P

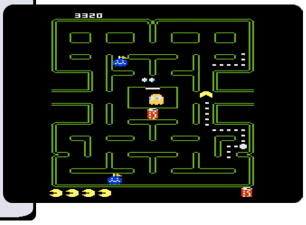
Pac-Man Collection

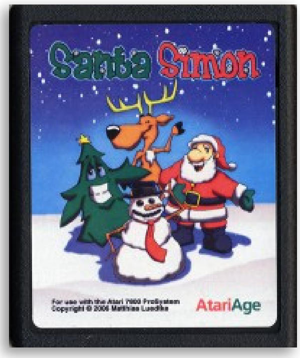
Developer	Bob DeCrescenzo
Publisher	AtariAge
Release date	2006
Genre	Compilation
Mode	1-2 Players

Pac Man Collection is a round-up of the various official (and some not so official) releases of one of the most popular games in history. Within this game cartridge is: Pac-Man, Puck Man (Same game, more difficult maze), Hangly Man (Empty Mazes. Vertical Tunnels. Invisible Mazes.), Ultra Pac-Man (6 New Mazes for a new variety), Random Mazes*, Ms. Pac-Man, Ms. Pac-Attack (more challenging mazes), and Ms. Random Mazes*, (Random Mazes).


PAC-MAN COLLECTION!
CHARACTER-NICKNAME
SHADOW----"BLINKY"
SPEEDY----"PINKY"
BASHFUL---"INKY"
POKEY-----"CLYDE"
10 PTS
50 PTS
COPYRIGHT ATARI 1984
2006 PAC MAN PLUS





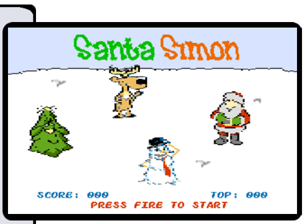

Santa Simon
AtariAge

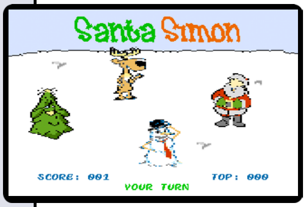
N

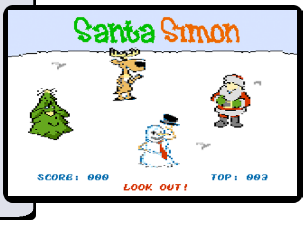
Santa Simon

Developer	Matthias Luedtke
Publisher	AtariAge
Release date	2006
Genre	Memory
Mode	1 Player

In this game, Santa's workshop elves need a sharp mind if they are to correctly build the millions of toys needed for Christmas every year. With that in mind, Santa has developed a program he calls Santa Simon to help the elves improve their memory. The premise is pretty simple--all players need to do is remember the sequence that the Christmas Tree, Reindeer, Snowman and Santa signal to them and then play back that sequence in the proper order.


Santa Simon
SCORE: 000
TOP: 000
PRESS FIRE TO START


Santa Simon
SCORE: 001
TOP: 000
YOUR TURN


Santa Simon
SCORE: 000
TOP: 003
LOOK OUT!

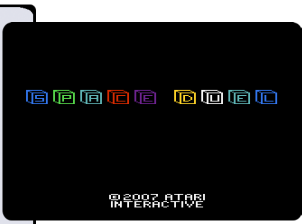
ATARI 7800 VIDEO GAME CARTRIDGE
SPACE DUEL

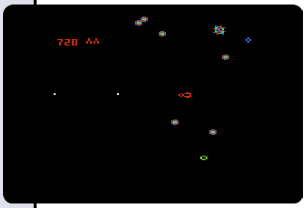
N P

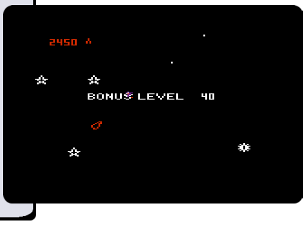
Space Duel

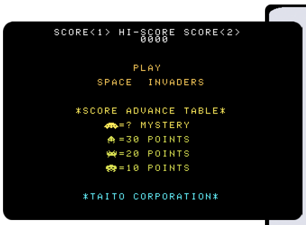
Developer	Bob DeCrescenzo
Publisher	AtariAge
Release date	2007
Genre	Shooter
Mode	1-2 Players

Space Duel is a port to the Atari 7800 of the third generation of Asteroids-style shooters from Atari, following on the heels of Asteroids and Asteroids Deluxe. Unlike Asteroids Deluxe, Space Duel is a more radical departure from its predecessor, featuring a wide variety of colorful geometric shapes players must destroy, and several new types of enemies each with unique behaviors they have to contend with in order to stay alive.

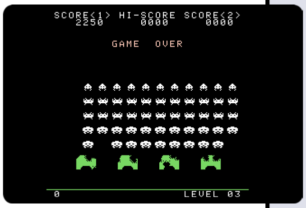

©2007 ATARI INTERACTIVE



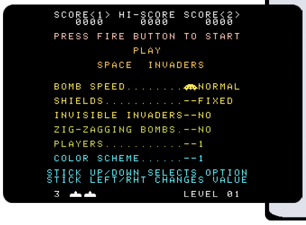

2450
BONUS LEVEL 40



SCORE<1> HI-SCORE SCORE<2>
0000
PLAY
SPACE INVADERS
SCORE ADVANCE TABLE
=? MYSTERY
=30 POINTS
=20 POINTS
=10 POINTS
TAITO CORPORATION



SCORE<1> HI-SCORE SCORE<2>
2250 0000 0000
GAME OVER
0 LEVEL 03



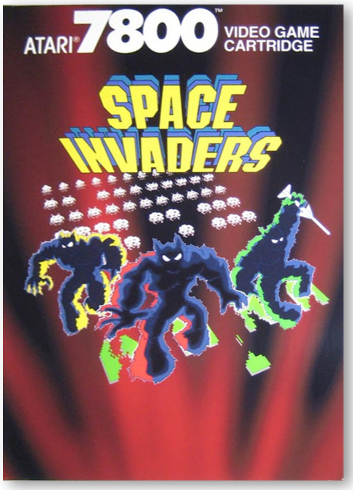
SCORE<1> HI-SCORE SCORE<2>
0000 0000 0000
PRESS FIRE BUTTON TO START
PLAY
SPACE INVADERS
BOMB SPEED........NORMAL
SHIELDS...........--FIXED
INVISIBLE INVADERS--NO
ZIG-ZAGGING BOMBS.--NO
PLAYERS...........--1
COLOR SCHEME......--1
STICK UP/DOWN SELECTS OPTION
STICK LEFT/RHT CHANGES VALUE
3 LEVEL 01

Space Invaders

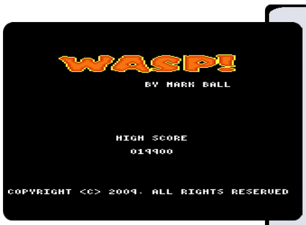
Developer	Bob DeCrescenzo
Publisher	AtariAge
Release date	2008
Genre	Shooter
Mode	1-2 Players

DeCrescenzo brought this arcade hit to the Atari 7800. DeCrescenzo gave Space Invaders fans a myriad of options in this game. Moving Shields, No Shields, Zigzagging Laser Bombs, No Laser Bombs, Fast Laser Bombs and Invisible Invaders. One or two players can play, with two different two-player modes.

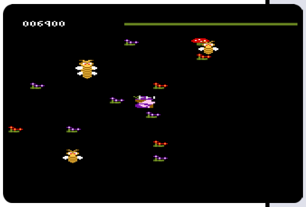
The game includes cartridge and four-page, full-color manual, and is available in NTSC and PAL television formats.

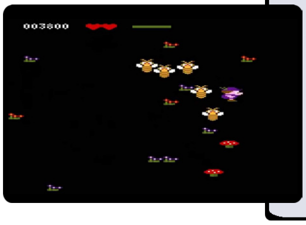

ATARI 7800 VIDEO GAME CARTRIDGE
SPACE INVADERS

N P



WASP!
BY MARK BALL
HIGH SCORE
019900
COPYRIGHT <C> 2009. ALL RIGHTS RESERVED





Wasp!

Developer	Mark Ball
Publisher	AtariAge
Release date	2009
Genre	Action
Mode	1 Player

Wasp! is Mark Ball's first foray into Atari 7800 programming, and may be the first 7800 game written in the C programming language. Wasp! was originally written as a demo, but quickly evolved into a playable game.

The goal in Wasp! is fairly simple--players collect as many mushrooms as they can while avoiding the angry wasps.

"atariage.com"

ATARI 7800 VIDEOGAME CARTRIDGE
WASP!
©2009 "GroovyBee" Mark Ball

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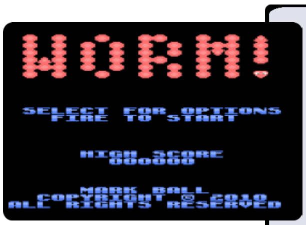
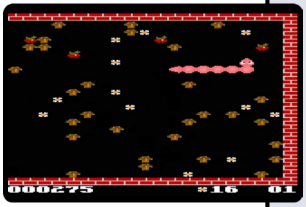
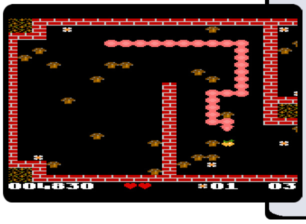


WORM!
SELECT FOR OPTIONS
FIRE TO START
HIGH SCORE
000000
MARK BALL
COPYRIGHT © 2010
ALL RIGHTS RESERVED


000275
*16
01


001630
*01
03

Worm!

Developer	Mark Ball
Publisher	AtariAge
Release date	2010
Genre	Maze
Mode	1 Player

Players must help Brian the worm avoid the mushrooms and eat the flowers to escape from the garden. If he eat the mushrooms, bump into a wall or bite himself he'll lose a life. Every time he eat a flower he get a little longer until he've eaten his fill. Both the flowers and mushrooms are placed in the gardens randomly. As players progress through the game they start each level longer than the last with more flowers to eat and mushrooms to avoid.

ATARI 7800 VIDEO GAME CARTRIDGE
WORM!
STANDARD EDITION
Game Copyright©2010 Mark Ball

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Hardware

These pages consist of different 7800 hardware. While the 7800 can use the extensive library of 2600 peripherals and accessories, very few items were made specifically for the system. In the same vein, there is not an extensive catalog of prototype items either. Very few unreleased games have been discovered, and there is only a handful of hardware, but there are certainly some interesting items.

Most of the information on these pages are form atariage.com.

Atari Proline Joystick

This is the specially designed joystick that was included with the 7800. It has the advantage of two independently functioning fire buttons, but suffers from an awkward design that makes it uncomfortable.

Jaguar Pro Controller

In response to criticism over ergonomic issues in the 7800's Pro-Line controllers, Atari later released joypad controllers with European 7800s, which were similar in style to controllers found on Nintendo and Sega Systems. The Joypad was not available in the United States. Although rare in the US, they are not hard to find in Europe. However, they were sold separately in very small quantities in their own box, and this is very hard to find.

Best Joystick

Available from Best Electronics, this is similar to the standard 7800 controller, but is a bit sturdier, and also features auto-fire.

AUTO FIRE
The Best Joystick
MODEL CX24

Telegames Super Deluxe Joystick

QUICK FIRE
Joy Stick

Similar to the original 7800 ProController, this unit is made by Telegames and features a switch for "Quick Fire". The controller is also very similar to the Best Joystick. The only difference between the two, is likely just the label of "Quick" for the Telegames controller, and "Auto" for the Best controller, concerning the buttons functionality switch.

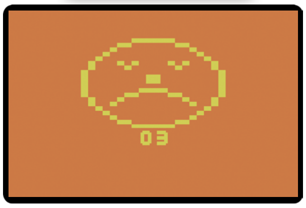
Atari XE Light Gun

The XG-1 lightgun came bundled with the Atari XE Game System. The XG-1 was fully compatible with the 7800 and was sold separately for other Atari systems. Atari released four 7800 light gun games: Alien Brigade, Crossbow, Meltdown, and Barnyard Blaster.

Best Light Gun

Available from Best Electronics, this is a compatible light gun for the 7800 made by a long-time Atari dealer.

CPS
7800™ DIAGNOSTIC
TEST CARTRIDGE 1.0
ATARI



Diagnostic Test Cartridge

This cartridge was used by Atari service personnel to test controllers, color quality, and picture quality.

The cart has a rarity score of 8.

Unreleased/Reproduction

Due to the acquisition of the Atari Consumer Division by Jack Tramiel in 1984, a number of planned peripherals for the system were canceled.

Atari Proline Joystick

The High Score Cartridge was designed to save player high scores for up to 65 separate games. The cartridge was intended as a pass-through device (similar to the later Game Genie). Nine games were programmed with the feature but the cartridge was canceled before it was released. In 1999, a limited run of cartridges were produced by Atari historian Curt Vendel using ROM code from Gary Rubio (the former Atari liaison to GCC on the Atari 7800 project). This feature has been included in many homebrew releases in recent years.

ATARI 7800
Arcade Styled High Scoring !!!
ATARI HIGH SCORE CARTRIDGE

Atari 7800 Keyboard Prototype

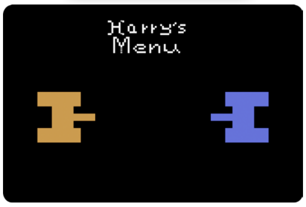
Announced at the launch of the 7800, the keyboard was unfortunately never released. The keyboard plugs into joystick port #2 on the 7800 and theoretically turns it into a full blown computer, allowing it to use the full line of Atari 400/800 computer peripherals (software would still be incompatible however). It was also going to be packaged with system BASIC and a word processor called VideoWriter.

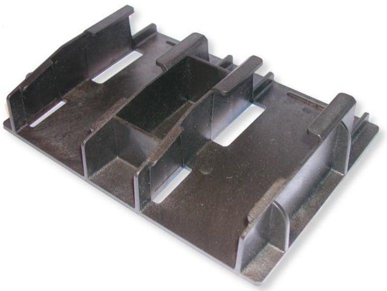
Monitor Cartridge

Created by hobbyist Harry Dodgson, this cartridge allowed the programming of simple games for the 2600 and 7800.

The cart has a rarity score of 9.

VIDEO 61
7800/2600
MONITOR CART
COPYRIGHT 2000



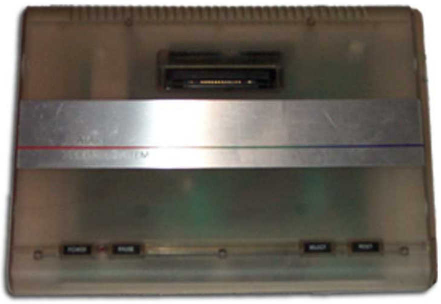


Dual joystick holder

A dual joystick holder was designed for games like Robotron: 2084 and future games like Battlezone and others, but not produced.

Atari 7800 to 5200 Prototype adapter

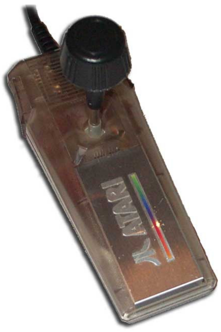
Not really a 7800 prototype, but more a 5200 prototype, this adapter would have let you play Atari 7800 games on your Atari 5200.



Atari 7800 prototype console

Prototypes were sometimes created from translucent plastic such as this. Only a few of these were made with the clear plastic to test the original molds.

The Atari Proline controller prototype was also made of the same translucent plastic.



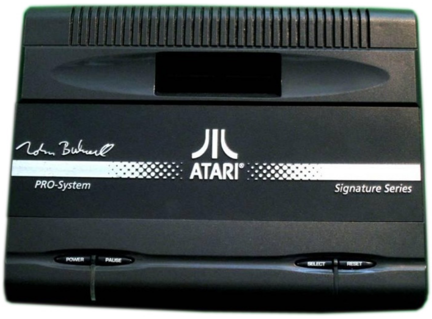
Atari 7800 Grey Signature Series console

This is one of 10 to 20 prototype grey Atari 7800 units featuring the "Nolan Bushnell" signature, "ProSystem" in the center with "Signature Series" on the right. There is no Atari Logo on the front, but it is featured in the bottom of the case.

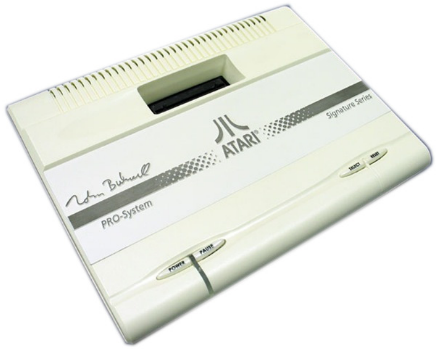
This system was never mass produced and very few of these 7800's were ever offered. This system features the pro-production plastic housing that is only held together by front screws.

Powering up the system and it has a Green LED on the front.

"gamesniped.com"



Atari 7800 White Signature Series console



In early 2000, plans were contracted to produce a new Atari 7800 units. They were to be emblazoned with Nolan Bushnell's signature, a large Atari logo on the front of the case, and "Signature Series" over on the right.

Unfortunately, this project never entered production, and very few of these 7800's were built.

On eBay in 2006, one console went for over $1,027.00.

"gamesniped.com"

Label Variation

This page displays all the different label variations produced for the Atari 7800. The only variations within any given company are those produced by Atari. Some cartridges were produced with a gray label, while others were produced with a color label. And Pole Position II (which was included with the 7800) has a unique label all its own.

Most of the information on these pages are form atariage.com.

Standard - Absolute Entertainment
Absolute cartridges for the 7800 are very similar to their 2600 counterparts. They come in Activision style carts with black labels. The game title is written in a stylized font, unique for each game. This same text is translated to the end label, although reduced in size to better fit. The Absolute Logo is also featured on the front of the label. One Absolute game, Tomcat F14, was actually produced with two different labels.

F-18 HORNET
By John Van Ryzin
For the Atari® 7800™
ABSOLUTE
F-18 HORNET

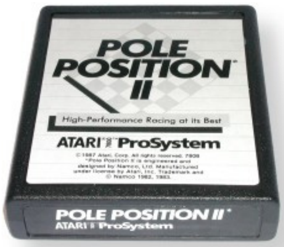
Standard - Activision
Activision's two releases for the 7800 use their standard 2600 cartridge shells. Both cartridges have similar labels in that they're both white with single color printing. Double Dragon has black text and Rampage has blue text. Double Dragon is a rather boring looking cart, while Rampage is improved only by the fact that it shares the Rampage logo from the arcade game.

ACTIVISION
DOUBLE DRAGON
For the Atari® 7800™
Use Joystick Controller for One or Two Players
DOUBLE DRAGON

Color - Atari
Except for Pole Position II, all games Atari produced for the 7800 have a gray background. At the top of the label is the 7800 logo (generally in maroon). Under that is a color graphic unique to each game. Copyright text appears in black placed under the image. The end label is also gray, with the title text in maroon or black, followed by "ATARI 7800" in black text underneath the title in a smaller font. Some games also have the model number in black text on the end label.

ATARI 7800
Ballblazer
BALLBLAZER™
ATARI® 7800™

PolePosition - Atari
For whatever reason, Pole Position II has a label that is unique to the 7800. It is a white label with black printing and the end label is black with white printing. This is a clear contrast to every other label produced by Atari for the 7800. One guess is these cartridges were produced in 1984 when the 7800 was supposed to initially ship, and the rest of the cartridges for the 7800 were produced in 1986 when the 7800 did actually ship, giving Atari time to modify the label design.


POLE POSITION II
High-Performance Racing at its Best
ATARI ProSystem
POLE POSITION II
ATARI ProSystem

Gray - Atari
Except for Pole Position II, all games Atari produced for the 7800 have a gray background. At the top of the label is the 7800 logo in black. Under that is a grayscale graphic unique to each game. Copyright text appears in black placed under the image. The end label is also gray, with the title text in black, followed by "ATARI 7800" also in black text underneath the title in a smaller font. Some games also have the model number in black text on the end label.

ATARI 7800
MS. PAC-MAN
MS. PAC-MAN
ATARI® 7800™ ProSystem

Standard - Froggo
Froggo only made two games for the Atari 7800, and unlike their 2600 efforts these are actually halfway decent original titles. Both cartridges have a white label reminiscent of their 2600 games. The text "7800" appears at the top of the cartridge, and the name of the game is displayed in a large typeface along with a graphic unique to the game. The end label contains Froggo's stylized name and logo (a frog sitting on a lilly pad).

Water Ski
7800
FROGGO GAMES

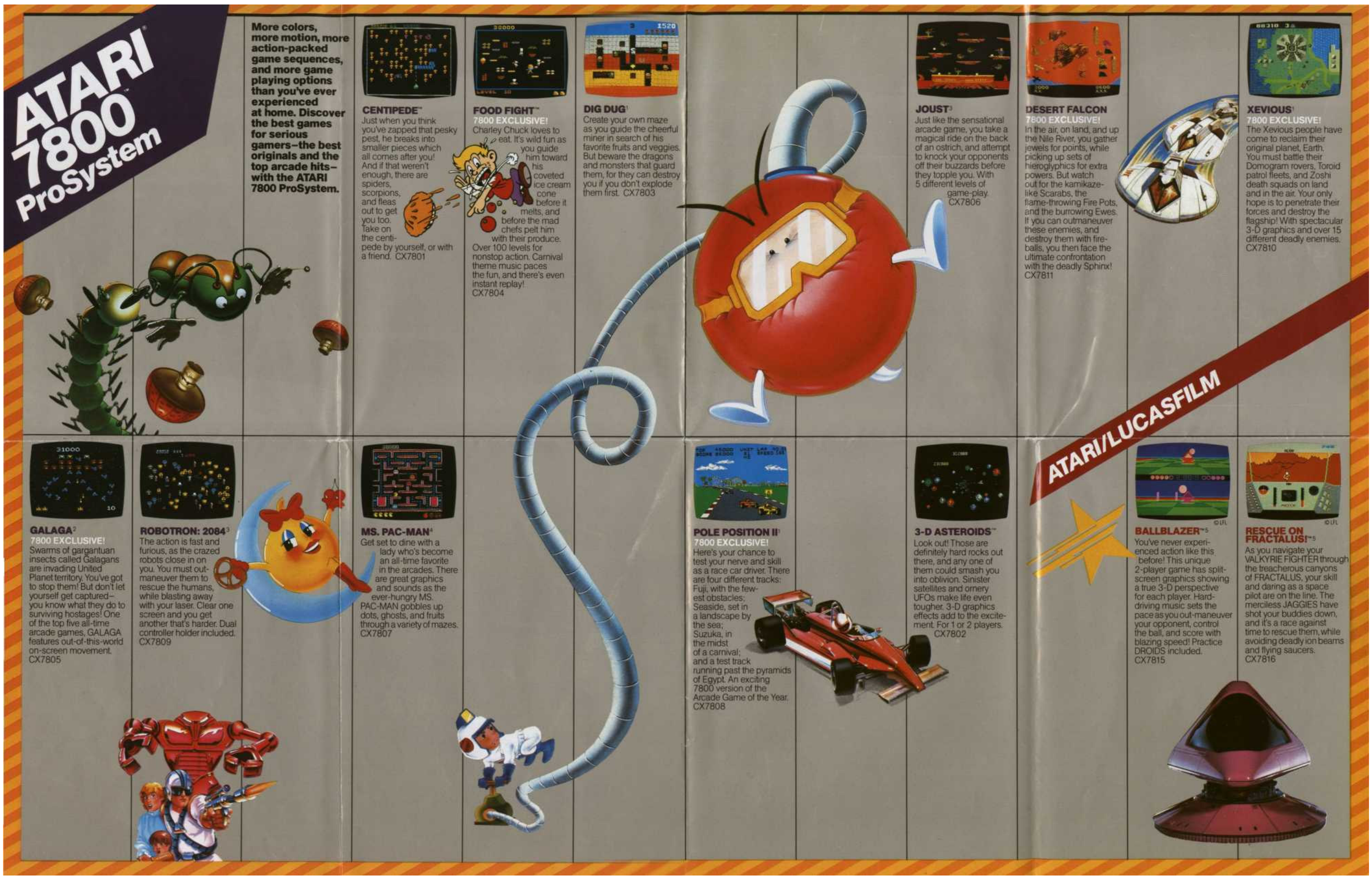
Checklist

These two pages consist of (hopefully) every official 7800 game. The games are only listed in one categorie, with difference on end labels. This list include both PAL and NTSC releases.
I used the site atariage.org for making this list.

The Checklist are made for people to cross out the games they have. “C” measn the cart, or CD. “I” is the manual/information. “B” is the box. And “S” is for collectors who collect sealed games.

Game Title	Label	Game-ID	Pg	C	I	B	S
32 in 1	n/a	n/a	10				
Ace of Aces	Color	CX7846	10				
Alien Brigade	Color	CX7855	10				
Asteroids	Gray	CX7802	12				
Ballblazer	Red end label	CX7815	12				
Ballblazer	Color	CX7815	12				
Barnyard Blaster	Color	CX7859	12				
Basketbrawl	Color	CX7880	13				
Centipede	Gray	CX7801	13				
Choplifter!	Color	CX7821	13				
Commando	Color	CX7838	14				
Crack’ed	Color	CX7836	14				
Crossbow	Color	CX7844	14				
Dark Chambers	Color	CX7837	15				
Desert Falcon	Color	CX7811	15				
Dig Dug	Gray	CX7803	15				
Donkey Kong	Color	CX7848	16				
Donkey Kong Junior	Color	CX7849	16				
Double Dragon	Standard	AM-050	16				
F-18 Hornet	Standard	AP-044	17				
Fatal Run	Color	CX7854	17				
Fight Night	Color	CX7851	17				
Food Fight	Gray	CX7804	18				
Galaga	Gray	CX7805	18				
Hat Trick	Color	CX7829	18				
Ikari Warriors	Color	CX7862	20				
Impossible Mission	Color	CX7832	20				
Jinks	Color	CX7857	20				
Joust	Gray	CX7806	21				
Karateka	Color	CX7822	21				
Kung-Fu Master	Standard	AM-039	21				
Mario Bros.	Color	CX7850	22				
Mat Mania Challenge	Color	CX7863	22				
Mean 18 Ultimate Golf	Color	CX7847	22				
Meltdown	Color	CX7875	23				
Midnight Mutants	Color	CX7889	23				
Motor Psycho	Color	CX7852	23				
Ms. Pac-Man	Gray	CX7807	24				
Ninja Golf	Color	CX7870	24				

Game Title	Label	Game-ID	Pg	C	I	B	S
One-on-One Basketball	Color	CX7824	24				
Pete Rose Baseball	Standard	AV-045	25				
Planet Smashers	Color	CX7868	25				
Pole Position II	Color	CX7808	25				
Pole Position II	PolePosition	CX7808	25				
Rampage	Standard	AM-049	26				
Realsports Baseball	Color	CX7834	26				
Robotron: 2084	Gray	CX7809	26				
Scrapyard Dog	Color	CX7879	27				
Sentinel	Color	CX7869	27				
Summer Games	Color	CX7826	27				
Super Huey	Color	CX7828	28				
Super Skateboardin’	Standard	AV-047	28				
Tank Command	Standard	FG2003	28				
Title Match Pro Wrestling	Standard	AV-041	29				
Tomcat: The F-14 Fighter Simulator	A2600 Label	AV-046	29				
Tomcat: The F-14 Fighter Simulator	Standard	AV-046	29				
Touchdown Football	Color	CX7823	29				
Tower Toppler	Color	CX7856	30				
Water Ski	Standard	FG2002	30				
Winter Games	Color	CX7831	30				
Xenophobe	Color	CX7858	31				
Xevious	Gray	CX7810	31				


ATARI 7800 ProSystem
ATARI/LUCASFILM
©LFL
©LFL

More colors, more motion, more action-packed game sequences, and more game playing options than you've ever experienced at home. Discover the best games for serious gamers–the best originals and the top arcade hits–with the ATARI 7800 ProSystem.

CENTIPEDE™
Just when you think you've zapped that pesky pest, he breaks into smaller pieces which all comes after you! And if that weren't enough, there are spiders, scorpions, and fleas out to get you too. Take on the centipede by yourself, or with a friend. CX7801

FOOD FIGHT™
7800 EXCLUSIVE!
Charley Chuck loves to eat. It's wild fun as you guide him toward his coveted ice cream cone before it melts, and before the mad chefs pelt him with their produce. Over 100 levels for nonstop action. Carnival theme music paces the fun, and there's even instant replay! CX7804

DIG DUG[1]
Create your own maze as you guide the cheerful miner in search of his favorite fruits and veggies. But beware the dragons and monsters that guard them, for they can destroy you if you don't explode them first. CX7803

JOUST[3]
Just like the sensational arcade game, you take a magical ride on the back of an ostrich, and attempt to knock your opponents off their buzzards before they topple you. With 5 different levels of game-play. CX7806

DESERT FALCON
7800 EXCLUSIVE!
In the air, on land, and up the Nile River, you gather jewels for points, while picking up sets of hieroglyphics for extra powers. But watch out for the kamikaze-like Scarabs, the flame-throwing Fire Pots, and the burrowing Ewes. If you can outmaneuver these enemies, and destroy them with fireballs, you then face the ultimate confrontation with the deadly Sphinx! CX7811

XEVIOUS[1]
7800 EXCLUSIVE!
The Xevious people have come to reclaim their original planet, Earth. You must battle their Domogram rovers, Toroid patrol fleets, and Zoshi death squads on land and in the air. Your only hope is to penetrate their forces and destroy the flagship! With spectacular 3-D graphics and over 15 different deadly enemies. CX7810

GALAGA[2]
7800 EXCLUSIVE!
Swarms of gargantuan insects called Galagans are invading United Planet territory. You've got to stop them! But don't let yourself get captured–you know what they do to surviving hostages! One of the top five all-time arcade games, GALAGA features out-of-this-world on-screen movement. CX7805

ROBOTRON: 2084[3]
The action is fast and furious, as the crazed robots close in on you. You must outmaneuver them to rescue the humans, while blasting away with your laser. Clear one screen and you get another that's harder. Dual controller holder included. CX7809

MS. PAC-MAN[4]
Get set to dine with a lady who's become an all-time favorite in the arcades. There are great graphics and sounds as the ever-hungry MS. PAC-MAN gobbles up dots, ghosts, and fruits through a variety of mazes. CX7807

POLE POSITION II[1]
7800 EXCLUSIVE!
Here's your chance to test your nerve and skill as a race car driver. There are four different tracks: Fuji, with the fewest obstacles; Seaside, set in a landscape by the sea; Suzuka, in the midst of a carnival; and a test track running past the pyramids of Egypt. An exciting 7800 version of the Arcade Game of the Year. CX7808

3-D ASTEROIDS™
Look out! Those are definitely hard rocks out there, and any one of them could smash you into oblivion. Sinister satellites and ornery UFOs make life even tougher. 3-D graphics effects add to the excitement. For 1 or 2 players. CX7802

BALLBLAZER™[5]
You've never experienced action like this before! This unique 2-player game has split-screen graphics showing a true 3-D perspective for each player. Hard-driving music sets the pace as you out-maneuver your opponent, control the ball, and score with blazing speed! Practice DROIDS included. CX7815

RESCUE ON FRACTALUS!™[5]
As you navigate your VALKYRIE FIGHTER through the treacherous canyons of FRACTALUS, your skill and daring as a space pilot are on the line. The merciless JAGGIES have shot your buddies down, and it's a race against time to rescue them, while avoiding deadly ion beams and flying saucers. CX7816

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Advantage
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GAMES
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PRIZES
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